



Microsoft®

**Hellbender™**

# inside moves

**Winning Tips and  
Strategies Straight  
from the Source**

**HELLBENDER**  
*Shoot to Kill. Think to Win.*



The Personal  
Computing Press®

**Microsoft® Press**

**Stephen Poole**



Microsoft®

**Hellbender™**

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**Microsoft Press**

**Stephen Poole**

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## **Dedication**

*for the Ramones*

Joey, Johnny, Marky, C.J., Dee Dee, and Tommy

*My wife and daughter will understand...*

*Stephen Poole*

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Final thanks go to the developers of Hellbender, Terminal Reality, especially Joseph Selinske, without whose advice (and many file uploads and telephone conversations!) this book would not be a reality, and to level designers Michael Porter and David Glasscock, whose pointers were invaluable.

*Robert C. Lock*

*President and Editor-In-Chief, The PC Press, Inc.*



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# Introduction

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## THE HELLBENDER SAGA THE BIONS

You flushed them out of hiding on Terran. Destroyed their carbonium refineries on L24-D. Shut down their red sheol production on Ares. Reduced their communications dishes to rubble on New Kroy. Smashed their expeditionary forces on Sebek. Eliminated their training facilities on Vestra. Robbed them of crucial phosphorus on Tiamat. Annihilated their last stronghold on Fury.

So how can it be that you're about to embark on a last-ditch effort to save the Coalition of Independent Planets from—the Bions?

Could it be that you weren't diligent enough in performing your duty? Did you put your own life above those of the millions of the Coalition citizens whose destinies depended on you? Did you simply screw up?

Nope. You had no way of knowing that a few Bions had escaped from Fury before you laid the planet to waste.

And it takes only one Bion to set the foundation for intergalactic war...

### ***Bad News for the Coalition... Good News for Gamers***

Don't feel discouraged. Yes, the battle ahead of you will be a long one, filled with innumerable dangers and incredible challenges. But you'll thrill to every minute of it, because Microsoft and Hellbender developers Terminal Reality have gone the extra mile to make this a very special game—one that challenges not only your flying and shooting skills, but also your strategic abilities. And, given the game's new state-of-the-art graphics, you might see some of the most beautiful scenes of destruction you've ever beheld.

If you conquered the Bions in Fury3 you know how exciting the action was in that game—but there were a few areas where it could have been improved. After all, no one is perfect. To that end, Terminal Reality looked

# HELLBENDER



*Fury3 in 640 x 480 mode.*



*Hellbender in 640 x 480 mode.*

long and hard at Fury3 and improved upon it in several different ways.

**New Graphics Modes:** In Fury3, the only graphics choices available were to select between a full-screen display or a window and an option to play the game in a Panoramic mode (some would call it letterboxed). For Hellbender, though, you can choose between three resolutions: 320 x 200, 320 x 400, and an absolutely stunning 640 x 480.

Even at the lowest resolution, the graphics in Hellbender are a step up from those in Fury3, thanks to improved shading and texturing and the addition of special effects such as realistic weather (rain, snow, and lightning), smoke trails from missiles, and more. And the difference between the visuals in Fury3 and in Hellbender's 640 x 480 mode is like the difference between night and day. You'll need a fairly powerful system to run the game in that mode, but not to worry: I'll give

you the complete rundown on what you need to get the most out of Hellbender in Chapter Thirteen, "Optimizing Game Play."

**A Fully Developed Storyline:** Fury3 boasted some pulse-pounding action but was a little thin in the plot department, providing little or no explanation of the goals you were supposed to achieve on each mission.

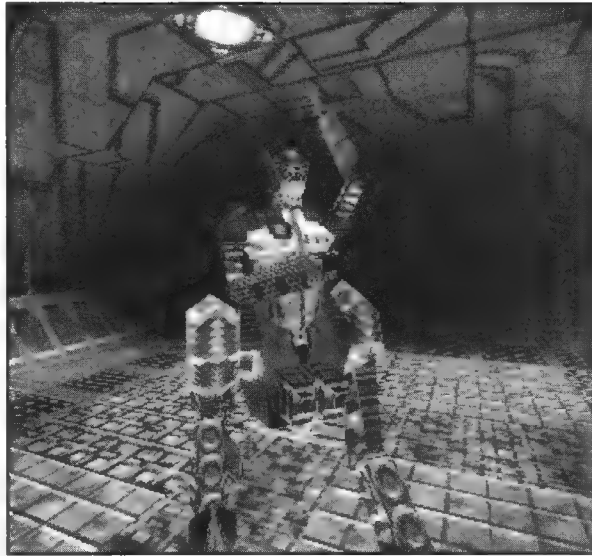
## INTRODUCTION: THE BIONS



The story for Hellbender, on the other hand, is a classic space opera, complete with cinematic sequences that reveal more and more of the plot as you advance through the game. Of course, your ultimate goal is still to defeat the Bions, but you'll learn that there are other enemies confronting you—enemies you never dreamed of encountering.

### Increased Control Over Ship

**Functions:** Staying alive in Fury3 was a straightforward matter of constantly grabbing weapons and energy boosts, a routine that put little strain on the brain. Hellbender is a different story, though. You now have complete control over how to allocate the energy restores you find in the game. You can either boost the range and power of the various weapons you're carrying or increase the strength of your shields. The choice is yours.



*You'll confront enemies you never dreamed of encountering*

But that's not all. Your ship—known as the Hellbender—is equipped with a Cloaking device, Headlights, and Turbo thrust capabilities that also use precious energy, and when you factor them into the mix, it's easy to see how managing your energy supplies can play a crucial role in the outcome of each mission. I'll show you all the ins and outs of energy management in Chapter Two, "Weapons, Energy, and Navigation."

**Multiplayer Options:** Perhaps the biggest complaint players had about Fury3 was that it lacked multiplayer support. While it was fun to smash Bions for days and even weeks at a time, once you'd mastered the computer-controlled enemies, it was very tempting to put the game on the shelf and leave it there until you wanted to impress your friends with its white-knuckled action.

That won't happen with Hellbender, thanks to a slew of multiplayer options that allow you to compete head-to-head with a single player via a modem, over



# HELLBENDER

a local area network, or even against opponents thousands of miles away over the Internet. In Chapter Twelve, “The Multiplayer Game,” I’ll show you where to find opponents, and how to connect with them and give you step-by-step troubleshooting tips to resolve any problems you might encounter while trying to shoot down that kid in Wisconsin with the eagle eye and lightning-fast trigger finger.

## How to Use This Book

To make it easier for you to find the specific tips and strategies you need at any given time, I’ve devoted an entire chapter to each of the eight planets you’ll visit in Hellbender. Each of these chapters will have separate sections for each mission; in those sections, you’ll find an objective-by-objective walk-through that warns you in advance of the enemies you’ll encounter and tells you the best way to defeat them. At the end of each mission section, you’ll find a complete listing of the locations of the Weapons storage bunkers containing vital power-ups. Coordinates for deadly Surface-to-Air Missile sites (SAMs) are provided throughout.

In addition to the walk-throughs for each mission, you’ll also notice Tips and Warnings throughout each chapter. These are specific strategies that can save you time, reduce the amount of damage your ship takes, and generally keep you moving toward the ultimate goal of annihilating the Bions once and for all. Tips and Warnings have been set apart from the text, making it easy for you to spot them quickly as you play the game.

If you’re a novice or intermediate-level gamer, it’s probably a good idea to read the first three chapters before taking on the Bion horde. In these initial chapters, I’ll help you become acquainted with the Hellbender interface, reveal how effective the Hellbender’s weapons are against various enemy ships, and show you basic combat techniques you’ll need to use in order to reach the final showdown with the Bions.

## How This Book Was Written

The only way to show players how to master a game is to play it the way they do: without cheat codes from start to finish. I faced the same obstacles and challenges facing you now and used that experience to help you get the most



## INTRODUCTION: THE BIONS

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out of the game. To be honest, I did activate some cheat codes in order to get the best screen shots possible, but when I was actually playing the game, I played it until I succeeded or died trying—just as you'll do.

As you play through the game, you may find you'll need more or fewer rockets, lasers or cannon, at your selected difficulty level, than I have stated it would take to kill a particular enemy. For the record, I played the game on the Hard difficulty setting.

Of course, I've included all of the cheat codes for Hellbender in this book—you wouldn't be getting your money's worth if I hadn't!—but I'm hoping that you'll avoid using them as much as possible. After all, it's not a game if you can't lose, right?

Are you ready to rumble? I thought so! Let's get started...



# Chapter One

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## GETTING READY TO RUMBLE

I know you're ready to hop into the cockpit of your ultra-high-tech fighter (with a name like Hellbender, what self-respecting action fan wouldn't be?), but before you start incinerating Bions, you should become acquainted with the game's interface. It's designed to make every function and game option easily accessible, so it pays to know where everything is located.

### The Quick Configuration Dialog Box

When you installed Hellbender, you probably let it create a shortcut icon on your desktop; double-clicking on that icon brings up the Hellbender Quick Configuration dialog box. There are more detailed options available from the menus in the Hellbender window, but once you've configured the game, this dialog box provides all the commands you need to access before jumping into the fray.

All the features here can also be accessed from Hellbender's menu bar, so if you make a selection in the Quick Configuration dialog box that you're not happy with, you can change it later without having to restart the game. Note also that every selectable option has a keyboard shortcut. When you look at a drop-down menu, you'll notice that one character in each command or option is underlined. Sometimes a single character is underlined. Sometimes, the command or option is followed by Ctrl+character. On the keyboard, pressing the key or keys shown on the menu will select or deselect that command or option or will display the next level of drop-down menu items.

**Primary Game Control:** There are several ways you can control the Hellbender: the keyboard, a game pad, a joystick, a joystick with a throttle wheel or slider (such as the Microsoft SideWinder 3D Pro), or any other controller you've installed in Windows 95.

# HELLBENDER

**Difficulty:** There are four Difficulty levels in the game: Easy, Normal, Hard, and Hellbent. (The default setting is Normal.) Three areas of game play are affected by the Difficulty setting you choose from this list.

- How much damage the Hellbender can endure before being destroyed
- How much damage the various enemy ships and equipment can endure before being destroyed
- How much damage the Hellbender's weapons inflict on various enemy ships and equipment

Normal is the standard setting. On Easy, the number of hits the Hellbender can receive before being destroyed is doubled. On Hard, the number of hits the enemy ships can endure before being destroyed is increased by 50 percent, while on Hellbent it's doubled.

**Tip:** Be sure to select a Primary Game Control and appropriate Difficulty level before clicking on New Game.

**Full Screen:** Checking this box runs

Hellbender in Full Screen mode (with no menu bar across the top of the screen); leaving it unchecked runs the game in a window (with a menu bar). You should check this option because it creates more of a "you are there" feeling while you're playing, and you can always bring up the Hellbender menu bar when you're in Full Screen mode by pressing Alt, pressing F4, or clicking any active mouse button.

**New Game:** Clicking on this button takes you to the Introduction video clip



*The Quick Configuration screen. All options on the Quick Configuration screen can be accessed either by clicking on a command (or by pressing Alt and the underlined letter on that button) or by choosing an option from a drop-down list. Alt+N, for instance, is the same as clicking on the New Game button.*

## CHAPTER ONE: GETTING READY TO RUMBLE

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showing the Bions' escape from Fury and the subsequent destruction of the planet, followed by another video segment of Ambassador Ch'oe discussing the Bion attack on the Fighter Academy on Sebek. You're then given a mission briefing for the planet Morbos, and the game begins. You can press Esc during a video sequence to skip to the next segment.

**Resume Game:** Clicking on this button takes you to the Data folder located within the folder in which you chose to install Hellbender. Data is the default folder where files for saved game are stored. If you've saved games in other folders, you can access them from here just as you would open any file in Windows 95. Double-click on the saved game you wish to load, and you'll resume your saved game at the point at which you saved it.

**Main Menu:** Click on this button to go to the Main Menu screen, where you can use the commands on the menu bar to start a new game, restore a saved game, select a viewing perspective, configure the audio and video components of the game, and calibrate or customize your Primary Game Control.

**Multiplayer:** This choice lets you create or join a Multiplayer game through one of four types of connections: WinSock TCP, Modem, WinSock IPX, or Internet (TCP/IP). See Chapter Twelve for more information on Multiplayer games.

**Demo:** Click on the Demo button to see a brief clip of an unnamed (and pretty good) pilot putting the Hellbender through its paces. (I have a hunch Bill Gates did the flying while this demo was recorded, but neither Microsoft or Terminal Reality would confirm my suspicions.)

**Close:** This choice closes the Quick Configuration screen and returns you to the desktop. As you can see, the Quick Configuration screen is a great way to jump into action in the shortest amount of time possible. But there's a reason it's called Quick: it doesn't list all the configuration options available to you. For those, you'll need to go to the Hellbender Main Menu—a very good idea if it's the first time you're playing the game.



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*The Hellbender Main Menu.*

## The Hellbender Menus

On the Hellbender menu bar, you'll see four menus: Game, View, Options, and Help. Clicking on them or pressing Alt and the underlined letter of each menu name displays a drop-down menu.

### Game

Four of the commands on the Game menu—New Game, Resume Game,

Multiplayer Game, and Exit—can be accessed from the Quick Configuration screen. If you aren't in the process of playing a game, the other options here—End Game, Save Game, Save Game As, and Pause Game—are unavailable and will be grayed out. Except for Multiplayer Game and Save Game As (which don't have shortcut keys), all the Game menu commands can be accessed during game play by pressing the key or keys listed to the left of the command. Pressing F3 during a battle, for instance, will pause the game.

Let's take a brief look at the four commands I haven't discussed so far.

**End Game:** Choosing End Game will bring up a message asking you if you want to quit the game without saving it first. Select Yes (by pressing Y or Enter), and you'll be immediately returned to the Hellbender Main Menu screen. Select No (by pressing N or Esc), and game play resumes.

**Save Game:** This option works in two different ways. The first time you use it, you'll be prompted to enter a file name for the saved game. Unless you specify otherwise, the game will be saved in the Data folder found inside the Hellbender folder. To store the saved game in a different folder that already exists, maneuver through your various Windows folders until you locate the

## CHAPTER ONE: GETTING READY TO RUMBLE



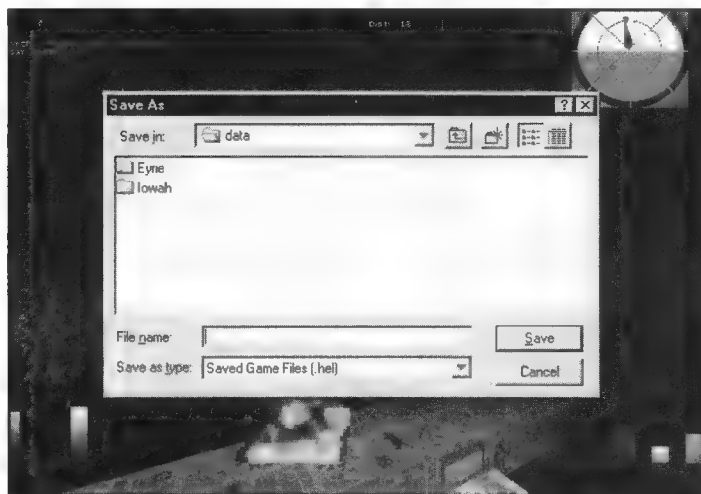
folder where you want to store the game. To create a new folder within the folder currently opened, click on the Create New Folder button.

But if you select Save Game while playing a game that's already been saved, you are not prompted for a file name: the game will be saved with the same file name and in the same folder that you last used. This overwrites the previously saved game, so you should be careful when using this option—you don't want to replace a game in which you were in a great position with a game in which you weren't.

**Save Game As:** There is no keyboard shortcut to invoke the Save Game As command—you must access it from the Game menu item. Save Game As works similarly to Save Game except that it always prompts you for a file name and gives you the opportunity to store the saved game in the folder of your choice. (The Save Game command prompts you only the first time you create a file.) On subsequent saves using the Save Game command, you're overwriting your most recently saved copy. You can use the Save Game As command to create a new copy and leave the old one intact.

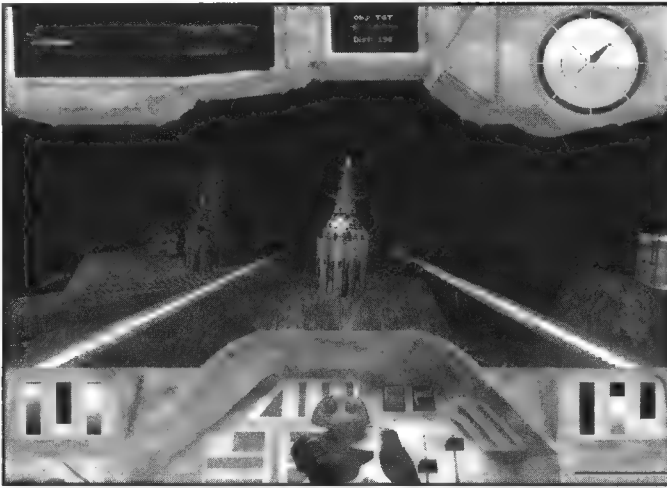
**Pause Game:** This command stops the action and displays a message that the game has been paused. To return to the game, press F3.

**Tip:** As you work your way through the game, it can become confusing if you save all your games in the Data folder. To stay organized, it's a good idea to create separate folders named after the individual planets you'll be visiting.



*The first time you use the Save Game command in a new game, you will be prompted to enter a file name and given the option of creating a folder in which to store the saved game.*

# HELLBENDER



*Cockpit view with Full Instruments.*



*Chase view with head-up display.*

## **View**

Of the three commands listed on the View menu, only one—Full Screen—is available before you begin play; it performs the same function as the Full Screen check box on the Quick Configuration dialog box. The other two commands can be accessed only after you begin play.

## **Pilot View**

Clicking on Pilot View brings up a submenu with three choices: Cockpit (default), Chase, and Outside. The default key you use to cycle through each of the Pilot Views is O. (You can change all keyboard controls with the Controls tab in the Settings dialog box, which is opened from the Options menu; I will cover this shortly.)

**Cockpit View:** With the Cockpit view, you see the action as you would if you were sitting in the cockpit of the Hellbender, but exactly what you see and from what

perspective can be changed by the selection you make under Instrument Display. You're able to use any of the three Instrument Display options in the Cockpit view. (See below for more information on Instrument Display.)

## CHAPTER ONE: GETTING READY TO RUMBLE



**Chase View:** The Chase view lets you watch the action from behind the ship, always from the same distance and angle. If you switch to this view from the Cockpit view while in either Full Instruments or Head-Up Display mode, you get a head-up display as well.

**Outside View:** Outside view is similar to the Chase view except it can be rotated along two axes (left/right and up/down). Hellbender remembers your orientation each time you change away from this view, so you see the action from the same perspective the next time you return to Outside view. As with Chase view, you either have no instruments or a head-up display.

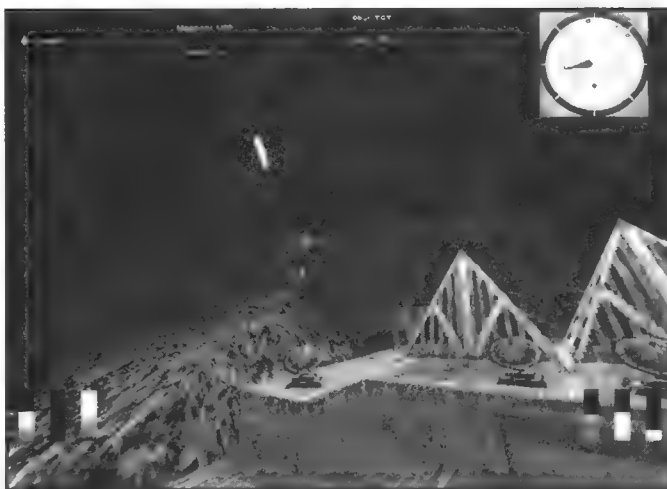
### ***Instrument Display***

You have three types of Instrument Displays to choose from: Full Instruments, Head-Up Display, and No Instruments. Which ones are available to you depends on the Pilot View you've chosen.

Cockpit view allows you to use any of the three Instrument Displays; in Chase and Outside views you can select only Head-Up Display or No Instruments. Press the I key to cycle through the Instrument Displays.



*Outside view with no head-up display.*



*The Head-Up Display in Cockpit view.*

# HELLBENDER



*No Instruments display in Cockpit view.*

**Full Instruments:** The Full Instruments Display puts all the gauges and indicators on screen at one time. You also see part of the cockpit itself and a gloved hand holding a flight stick that mimics your movements as you control the Hellbender. Pitch the nose down, for instance, and you'll see the hand push the flight stick forward.

**Head-Up Display:** The Head-Up Display, or HUD for short, is the best possible Instrument Display because you can see all the same

indicators available in Full Instruments mode, but your forward view isn't obstructed by any cockpit features. Once you've played with the HUD on, chances are you'll never use any other Instrument Display mode.

**No Instruments:** This option removes every indicator and display from the screen. It's nice to have such an expanded view, but the truth is that this mode

is only useful if there are no Bions around or if you've activated a cheat code and are invulnerable. Why?

Because the indicators missing from the display in this mode are absolutely crucial to survival. Sure, you'll hear the Hellbender's on-board computer tell you that your Hull Integrity is critically low, for instance, but by that time it's usually too late to do much about it. In either Full Instruments or HUD mode, you'd have seen it getting low long before it reached the critical stage—and you could have taken steps to remedy the situation.

## Which View Is for You?

*Between the various Pilot View and Instrument Display modes, you have a total of seven different ways to view the action in Hellbender:*

- Cockpit view with Full Instruments
- Cockpit view with Head-Up Display
- Cockpit view with No Instruments
- Chase view with Head-Up Display
- Chase view with No Instruments
- Outside view with Head-Up Display
- Outside view with No Instruments





Which ones should you use, and when? The answers to those questions are actually pretty simple. Most of the time, you'll want to use the Cockpit view with the HUD. This view provides you with all the information you need to gauge your ship's condition and also gives you the best view of the targets you're attacking.

There is one minor exception to this rule: if Hellbender is running slowly on your system, you should consider switching to the Cockpit view with Full Instruments; the game runs faster in that mode because there are fewer moving objects on screen at one time, making it easier for your computer and video card to handle the load.

If you've only played arcade-style games in which you always view your craft from behind, it might take some time to get accustomed to flying in the Cockpit view. But once you get used to it, you'll probably stick to this perspective.

### ***Options***

On the Options menu, you'll find three selections: Settings, Replay Mission Video, and Mute Sound. I'll start with the last two because the Settings selection brings up a dialog box that provides you with numerous configuration options that require further explanation.

**Replay Mission Video:** This option is only available once you've actually begun a mission. Choose it to hear Ambassador Ch'oe's instructions to you and to see a list of targets you'll be striking on the planet your mission is targeting.

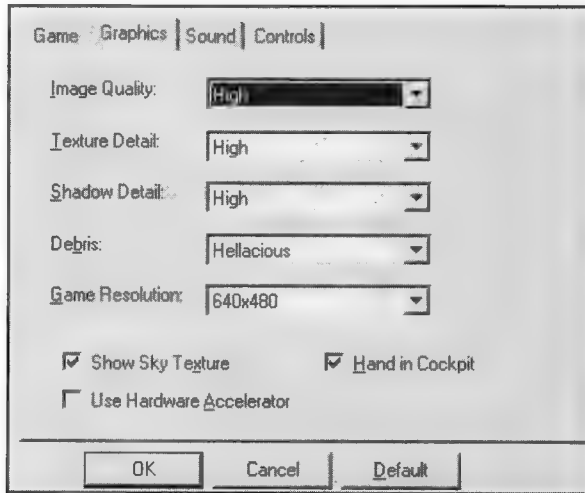
**Mute Sound:** When this command is chosen, it turns all sounds off. (A check mark will appear next to the command to indicate that the sound is muted.) If sound is already off, then choosing the command turns it back on.

### ***Settings***

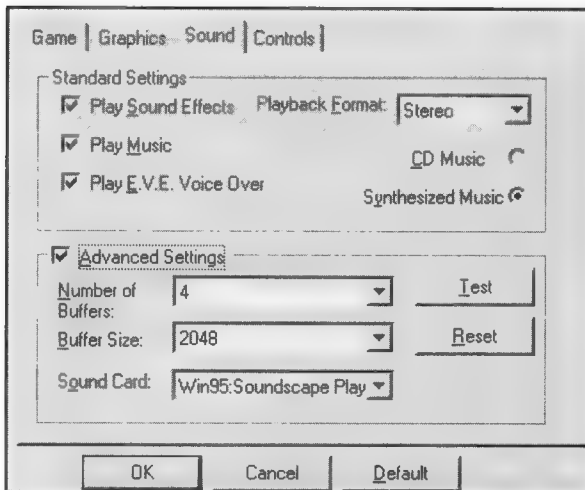
Clicking on Settings brings up a dialog box devoted to game configuration. There are four dialog tabs in the Settings dialog box: Game, Graphics, Sound, and Controls.

**Game:** Choose the Game tab to access options to turn off mission videos, to have the game automatically run the demo if you stay at the Main Menu for a certain amount of time without making a selection, and to read the Current Mission briefing for the planet on which you're fighting. Leave the Show Videos option checked. Some of the videos that are shown between planets

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*With three graphics modes and numerous ways of adjusting detail levels, you should be able to find a setting that makes Hellbender run smoothly on your system.*



*The Sound tab of the Settings dialog box.*

contain important information necessary for victory, and of course they help advance the plot.

**Graphics:** Choosing the Graphics tab displays options that you can use to adjust the graphics quality of the game. The selections you make in each of the five fields here—Image Quality, Texture Detail, Shadow Detail, Debris, and Game Resolution—dramatically affect how smoothly Hellbender runs on your system. The default settings for these fields are as follows.

- Image Quality: Normal
- Texture Detail: High
- Shadow Detail: None (faster)
- Debris: Normal
- Game Resolution: 320 x 400

If the game is running slowly on your system, you can improve performance by choosing a lower setting for each of these options; the two that affect the speed of game play the most are Image Quality and Game Resolution. You might need to spend a little time adjusting these settings, going back and forth between the game and this dialog box to see the difference your changes have made. Once you achieve smooth game play, you probably won't need to return to these options again.

## CHAPTER ONE: GETTING READY TO RUMBLE

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Also on the Graphics tab are options to Show Sky Texture and display Hand in Cockpit. Clearing the Show Sky Texture check box (default is checked) will result in smoother game play; the game will run nearly the same regardless of your choice for Hand in Cockpit.

Finally, the Use Hardware Accelerator (which will appear only if you've selected 640 x 480 as your Game Resolution) requires that you have a video card with a 3D accelerator that supports DirectDraw and Direct3D. If you do, check this box to take advantage of your video card's 3D acceleration features. I'll go into more detail about 3D acceleration in Chapter Thirteen, "Optimizing Performance."

**Sound:** Click on the Sound tab, and you're shown the Sound options. This tab is divided into two areas: Standard Settings and Advanced Settings. Standard Settings is automatically displayed. To display the additional options associated with Advanced Settings, check the box beside the Advanced Settings label.

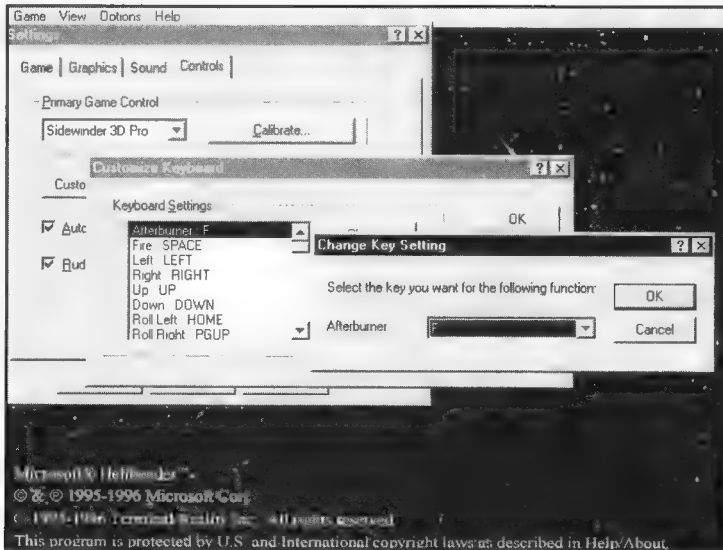
All the Standard Settings options are self-explanatory. Checking Play Sound Effects, Play Music, and Play E.V.E. Voice Over causes those features to be active during game play; clearing the check box causes the associated feature to be inactive. You'll definitely want to check Play Sound Effects and Play E.V.E. Voice Over. The game isn't nearly as fun without sound effects, and E.V.E.—short for Enhanced Virtual Entity, your ship's on-board computer—provides you with critical information that you might not have time to spot in the middle of a battle.

If Play Music is checked, you can choose between CD Music or Synthesized Music. Choosing CD Music or Synthesized Music is a matter of personal taste (some pilots don't want to be distracted by music), but unless you're able to adjust the volume of music playing off the CD, you should probably choose Synthesized Music. The CD Music sounds great, but if it drowns out everything else, then it's counterproductive.

The last option in Standard Settings is Playback Format: you can choose between Mono or Stereo. (If your sound card isn't capable of stereo, the Stereo option will be grayed out.)

Advanced Settings are a little more complicated than Standard Settings. (Why do you think they call them Advanced?) Putting a check in the Advanced Settings box displays options that allow you to select and adjust the Number of Buffers and the Buffer Size. I won't bother with a long explanation of what this all means, but suffice it to say that if you're experiencing sound delays—you fire a laser and hear the sound a second later—you should decrease the buffer

# HELLBENDER



*The Customize Keyboard dialog box.*

size. A setting of three buffers and buffer sizes of 2048 seems to work for most sound cards, but the main thing to remember is that decreasing the buffer size should help eliminate sound delays.

You shouldn't have to bother with the Sound Card selection—Hellbender automatically uses your Windows sound card settings.

Finally, there are the Test and Reset buttons.

After you've made changes in the Number of Buffers, Buffer Size, or Sound Card options, click on Test to get an idea of how the new settings will affect sound playback. Reset returns Number of Buffers and Buffer Size to the default values.

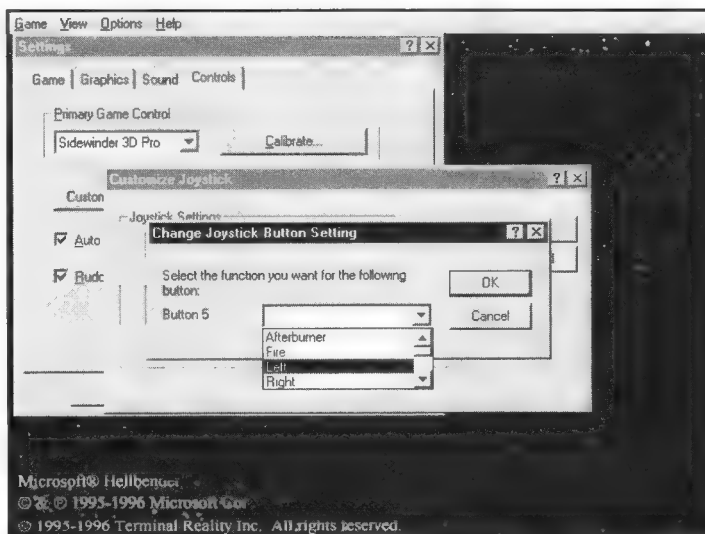
**Controls:** Here's where you choose what input device you'll use to control the Hellbender and are given the option to customize that device to suit your own tastes.

Primary Game Control gives you the same choices as the Primary Game Control option on the Quick Configuration menu. Regardless of how many joysticks or game pads you have installed for use with Windows 95, the only joystick listed by name here is the SideWinder 3D Pro. (See "What Joystick Is Best for You?" in Chapter Thirteen for a look at some of the better joysticks, game pads, and other peripherals and how well they work with Hellbender.)

Clicking on the Calibrate button takes you to the same Joystick Properties control panel you've probably accessed when configuring your joystick previously. Here you can calibrate the joystick, test the various buttons, adjust throttle slider or wheel if the joystick has one, and set up rudder functions (if you're using the SideWinder 3D Pro or have a set of rudder pedals).



Customize Keyboard is an available option no matter what your Primary Game Control is; keyboard commands are always active. Click on this button, and you're able to change the key for each of the ship's functions by scrolling through the list of keys in the selection box, choosing one, and then clicking on OK. Note: don't type in the key you want to use for a particular command—you *must* select it from the list and choose OK to ensure that the appropriate key has been assigned to a command.



*The Customize Joystick dialog box.*

If you're not happy with the default setup for your joystick or game pad, you can reassign commands to the various buttons with the Customize Joystick dialog box. To change the function of a button, simply choose a button under the Joystick Settings, click on Change, and then assign a new function to that button. Refer to the Pilot Assistance option under Help to see the default button assignments for your particular joystick. Note: the number of buttons listed in the Joystick Settings dialog box varies according to the type of joystick or game pad you have selected. If you're using the SideWinder 3D Pro or an eight-button game pad such as the Advanced Gravis GRiP, you'll see eight buttons listed, while many other joysticks—even if they have more than four available buttons—will only show four.

If you notice your ship drifting up or down or to the left or right even when you aren't touching the joystick, you need to put a check beside the Use Null Zone box and adjust the Null Zone Size slider. The more you move the Null Zone Size slider toward Max, the more you have to move the joystick to see a response in ship heading; tinker with this setting until you find the lowest possible Null Zone Size that prevents the ship from drifting.

# HELLBENDER

Check Auto Leveling if you want the Hellbender to automatically return to a position parallel with the horizon after a maneuver. (If you've rolled the ship more than 90 degrees to the left or right from an upright position, Auto Leveling will roll the ship around until you're upside down—but you will still be parallel with the horizon.)

The Rudder Control box will be grayed out unless you have a SideWinder 3D Pro or a set of rudder pedals *and* you've checked the Rudder Pedal box in the Windows 95 Joystick Properties dialog box. If the box isn't grayed out, check it; rudder control provides you with the ability to make a "flat" turn—turning the ship the way a lazy Susan would turn, also known as a *strafing turn*—that can prove invaluable when attacking ground and air targets at the same time.

## Help

Hellbender's online Help system provides a cornucopia of information on topics as varied as weapons specifications and starting a multiplayer game. Under the Help menu item, you'll find four options: Pilot Assistance, Cockpit Labels, About Hellbender, and Hellbender Web Page.

The last three are simple to explain, so I'll start with those.



*Cockpit Labels in Cockpit view with Full Instruments.*

### Cockpit Labels:

Clicking on Cockpit Labels or pressing the forward slash or slash (/) key brings a legend on screen that tells you what every display item means.

A glance at the Cockpit view screen image reveals that not every display item in the top part of



the Hellbender's cockpit is labeled simultaneously, but if you wait a few seconds, you'll see the label move among the various display items.

**About Hellbender:** This is where you can find your Product ID number, if you need technical support, and read the oh-so-interesting legalese regarding video technology and copyright laws. Click on Credits to find out who did what at Terminal Reality and Microsoft Corporation to make Hellbender a reality.

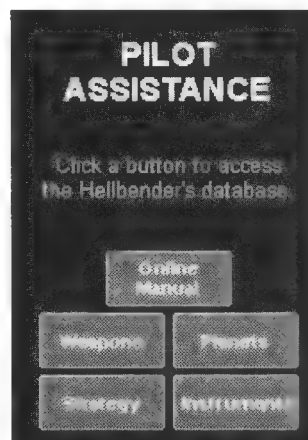
**Hellbender Web Page:** If you click here, the program will search for an installed Internet browser and try to connect to the Hellbender home page on Microsoft's Web site.

### ***Pilot Assistance***

Nearly every topic imaginable is covered in Pilot Assistance online help. Choosing Pilot Assistance or pressing F1 brings up the Pilot Assistance help window; you can explore specific game topics such as Weapons or Instruments or go to the Online Manual for more detailed information on each subject.

**Online Manual:** The Online Manual is divided into ten sections:

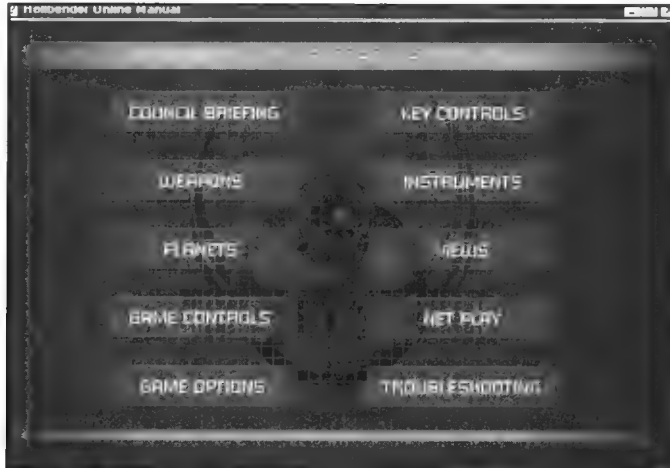
- Council Briefing (Read the last briefing you received from Ambassador Ch'oe.)
- Weapons (a thorough description of all the weapons the Hellbender can carry)
- Planets (descriptions of every planet you'll visit in the game, with a graphical representation of the planet's distinguishing features)
- Game Controls (listed by keyboard, joystick, and game pad, as well as sections on sound and music, display resolutions, videos, and more)
- Game Options (information on customizing your Primary Game Control)
- Key Controls (every available keyboard command)
- Instruments (presents a graphic with hypertext links to every display in the Hellbender cockpit)
- Views (a brief explanation of how to change views and cycle through Instrument Displays and Pilot Views)
- Net Play (a brief walk-through of how to start or join a multiplayer game and troubleshooting tips for Internet play)



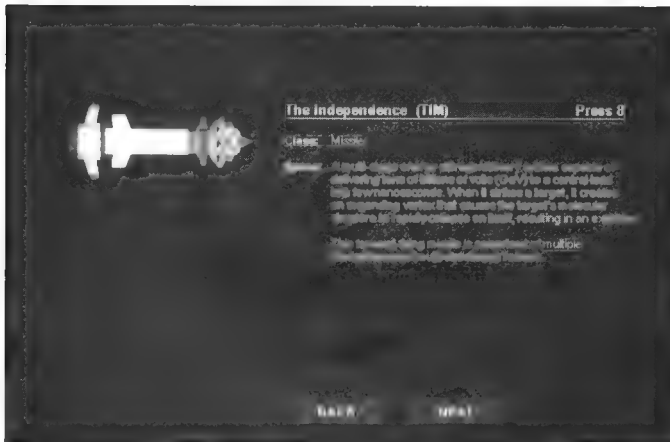
*The Hellbender Pilot Assistance help window.*

# HELLBENDER

- Troubleshooting (various troubleshooting tips on Accessibility, System Requirements, Error Messages, Game Controls, Sound, Display, and Game Play)



The main menu of the Hellbender Online Manual.



The Hellbender Online Manual has extensive information on all aspects of game play, from weapons specifications to how to troubleshoot an Internet game.

Because the information provided in the Online Manual is so extensive, it would be superfluous to reproduce it here. The other sections accessible from the Pilot Assistance help window cover specific topics.

**Weapons:** Very brief descriptions of the weapons the Hellbender can carry and the types of targets against which they were intended to be used

**Planets:** Concise descriptions of the planets where you'll battle the Bions

**Strategy:** Rudimentary tips on using Beacons, allocating Energy to Weapons and Shields, how to use Headlights and Cloaking, and so forth—not intended as a replacement for *Microsoft Hellbender: Inside Moves*

**Instruments:** Simplified descriptions of instruments and displays aboard the Hellbender





### The Hellbender Controls

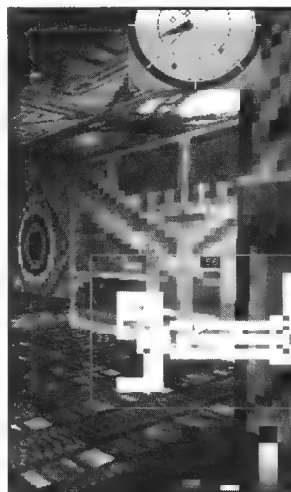
Because the Hellbender Online Manual is so thorough, there's not much purpose in going over the various displays and functions here. However, the Hellbender does have several capabilities not represented by graphic instrument displays that you should know more about.

**Headlights:** When traveling in poorly lit environs, the Hellbender's Headlights can make the difference between finding well-camouflaged passageways and entrances and wandering aimlessly for prolonged periods. The default key command to activate Headlights is L.

**Cloaking:** Hounded by surface-to-air missiles? Pursued by a score of vicious missile-firing Bion fighters? Then activate the Hellbender's Cloaking device by pressing C (the default key). This will break any lock an enemy missile might have established and prevent new missile locks from being established. Be forewarned, however, that the Hellbender's Cloaking device is a real energy hog: it drains power from the Main Energy cell at a very high rate. And because E.V.E. doesn't tell you when the Cloaking device has been activated, you need to be very alert to the audio cue that indicates Cloaking is active. Cloaking active is also shown in the message display.

**Navigation computer:** The Navigation Computer displays the objectives you've been assigned by the Council of Peace for a particular mission. After pressing N (the default key for the Navigation Computer), press the Tab key to move in ascending order through the objectives. (Shift+Tab moves through the objectives in reverse or descending order.)

**Map display:** The Map display (press M) gives you an idea of the objects and terrain not within range of the Hellbender's Compass display. When you're flying above ground, the Map display indicates entrances to tunnels and underground complexes with a yellow blip; while you're underground, a red square indicates an exit. Use the right bracket key (]) to zoom the Map display out so you see more of the terrain but less detail; use the left bracket key ([) to zoom in for a better



*The Hellbender's Map display is indispensable when venturing through underground complexes.*

# HELLBENDER

view of your immediate surroundings. Note: keep the Map display active at all times while underground—it can help you avoid visiting the same areas more than once.

**Targeting Crosshairs:** Press T to bring up the Hellbender's Targeting crosshairs, an essential in dogfighting when you need to "lead" your shots in order to score a hit with your lasers. Also useful for determining the path an unguided missile such as the Sledgehammer or Independence will take.

**Beacon:** Hitting the B key will drop a Beacon whose location is automatically entered into the Navigation Computer. Beacon locations are listed after all mission objectives. Because there is no way to label a description of why you dropped a Beacon, it's a good idea to jot down a short description for each Beacon you drop, remembering to list the coordinates.

**Energy Allocation:** How the energy in the Hellbender's Main Energy cell is allocated is entirely up to you: you can send energy to either the Weapons system, the Shields, or both. I'll touch on Shields and Weapons in more depth in the next chapter, but for now remember that the default keys for Energy allocation are the "less than" and "greater than" keys. To send Energy from the Main Energy cell to your Weapons system, press the "less than" key; to send it to your Shields, press the "greater than" keys. Don't forget that the longer you hold down either key, the more Energy is sent to that particular system.

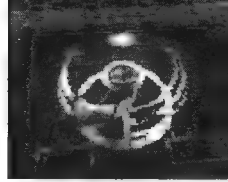
**Change Missile Auto-lock:** Most of the missiles carried by the Hellbender are guided—once you activate them, they lock on to the closest target. To change the target a guided missile has locked on to, press the V key. This can be very useful when fighting several Bion fighters: after firing the minimum number of missiles required to bring down the first targeted Bion ship, press V to switch the next missile you fire to a new target. If you don't switch targets after firing enough to take out a target, any missiles you fire before that target is destroyed will home in on an already doomed Bion ship—and waste your precious ammunition.

## *All About E.V.E.*

As mentioned earlier, E.V.E is the Hellbender's Enhanced Virtual Entity—the on-board computer that warns you when your shields are low, when your Hull Integrity has reached a danger level, when your Weapons energy is low, and about other important events. E.V.E. also tells you when you've taken out an

## CHAPTER ONE: GETTING READY TO RUMBLE

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objective as well as when you've taken out nonessential Bion installations such as radar shields.

You receive information from E.V.E. aurally (you hear "her" voice giving you important messages), visually (messages from E.V.E. appear in the Status Display box in the upper left-hand corner of the screen), or both.

Even though you can read E.V.E.'s updates, you should *always* have the voice-overs activated. It's true you can read the messages instead of hearing them, but during the middle of an intense battle, it's all too easy to forget to glance at either the Status Display box for E.V.E.'s warnings or to check the Ship Status Panel (Hull Integrity, Speed, and Turbo Fuel displays) or Energy Control Panel (Weapon Energy, Main Energy cell, and Shield Energy). In other words, you're more likely to notice E.V.E.'s verbal reminder of "Warning: Hull Integrity Low" than you are to spot the text message in the Status Display box or to note the Hull Integrity level in the Ship Status Panel. Let E.V.E. talk; you'll be thankful you did.



# Chapter Two



## WEAPONS, ENERGY, AND NAVIGATION

Now that you know your way around the Hellbender menus, let's get down to the good stuff: the weapons and equipment you'll be using to deliver the Bions their worst—and, we hope, final—defeat.

We'll begin by examining the various types of weapons the Hellbender is designed to carry.

### Weapons

The Hellbender can carry 11 types of Coalition weapons. (There's one other weapon it can carry, but we'll explain that later.) These 11 weapons fall into five classes: cannon, laser, rocket, missile, and mine. After each weapon you'll see the abbreviation used to represent that weapon in the Weapon display section of the Status display, along with the default keyboard command to activate the weapon. Note that there is no limit to the amount of ammunition you can carry for any weapon.

### *Cannons*

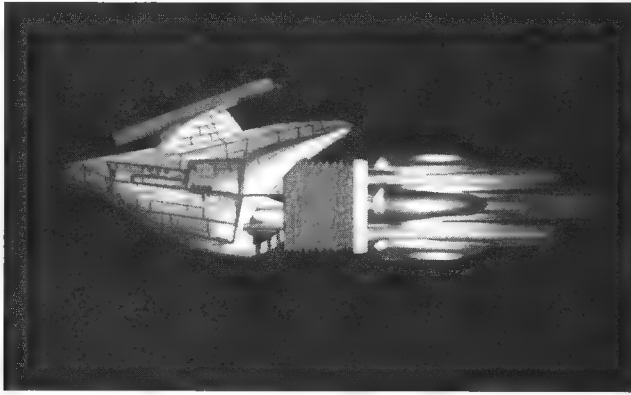
You'll be using two types of cannon in Hellbender: the Valkyrie and the Dispersion. Be aware, however, that while the Dispersion cannon is classified as a cannon in the Hellbender Help files, its fire is calculated as if it were a laser when determining effectiveness against enemy ships and equipment. Therefore, if you see that a particular enemy target is invulnerable to laser fire, it's also invulnerable to Dispersion cannon fire.

#### ***Valkyrie Cannon (VAL) — Press ~ to activate***

**Base hit point value (single beam): 2**

The Valkyrie cannon is one of two standard weapons carried aboard the Hellbender (the ServoKinetic laser is the other), which means you don't need

# HELLBENDER



*The Valkyrie cannon.*

to find a Weapons storage bunker to start using it. The Valkyrie has an infinite supply of ammunition; the only thing that affects how it works is how much energy you've allocated to Weapon Energy. (See "Energy Management" below for a detailed explanation of energy allocation.) By increasing the amount of Weapon Energy, you can double and even quadruple its fire rate.

When its firepower is

quadrupled, the Valkyrie cannon is a formidable weapon against all but the strongest Bion enemies.

Shot for shot, the Valkyrie cannon is twice as powerful as either the ServoKinetic Laser (SKL) or the Rapid-fire laser 500 (RFL). At Easy or Normal levels of Difficulty, it takes ten single hits from a Valkyrie cannon to destroy a target whose strength is 20 hit points; the same target would require 20 hits from either the SKL or RFL to be destroyed.

The Valkyrie is an excellent all-purpose weapon and is also quite effective against most ground targets, especially if you're firing from a high altitude that would greatly diminish the effectiveness of the Hellbender's other cannon weapon: the Dispersion cannon.

**Dispersion Cannon (DIS)—Press 1 to activate**

**Base hit point value (single projectile): 2**

The Dispersion cannon fires projectiles from the front and rear of the Hellbender that split into smaller projectiles as they travel. The projectiles form a spread pattern much like the pellets in a shotgun shell, hence the name *Dispersion* cannon. The Dispersion cannon is not standard equipment on the Hellbender; each Dispersion cannon power-up (including the first one) adds 100 rounds to the cannon's ammunition supply.

Often, rookie pilots don't even think to use the Dispersion cannon because they're so impressed with the Valkyrie cannon's power and fire rate—but that's

## CHAPTER TWO: WEAPONS, ENERGY, AND NAVIGATION

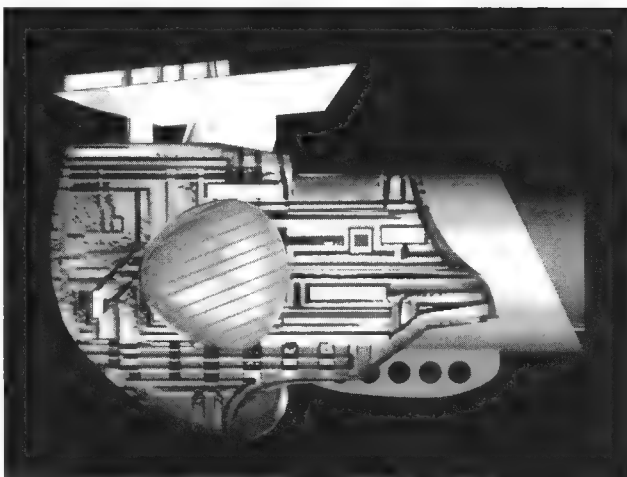
a big mistake, particularly when it comes to ground targets. When it's at full strength (the Dispersion cannon's fire rate can be doubled and quadrupled by increasing the amount of Weapon Energy), the Dispersion cannon is even more powerful than the Valkyrie, something you can easily see for yourself during the very first mission of the game.

As soon as the game starts, put Weapon Energy to maximum and fire at one of the radar dishes with the Valkyrie; you'll see it takes two hits to destroy it. The Dispersion Cannon, on the other hand, does the same job with one hit. A troop container requiring three hits from a fully charged Valkyrie is destroyed with only two from an equally charged Dispersion cannon, and so forth.

Because of its power, the Dispersion cannon is an excellent choice for attacking ground installations, delivering practically the same punch as a Sledgehammer missile (against targets that are equally susceptible to missile and laser fire—more on that later). Where it falls short, however, is during air combat. The spread pattern of its projectiles causes many of them not to hit the target, unless you're firing on a very slow-moving fighter at close range. And although the Dispersion cannon does fire from the rear, the number of projectiles fired in that direction is very small; it's rare that you'll see a trailing fighter destroyed by Dispersion cannon fire.

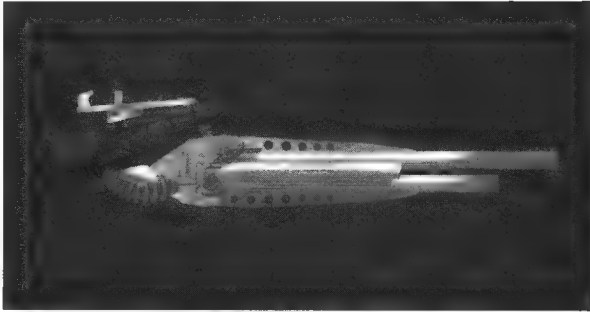
### ***Lasers***

Although the Hellbender can carry two types of lasers, chances are that you won't use them very often, for reasons we'll explain below.

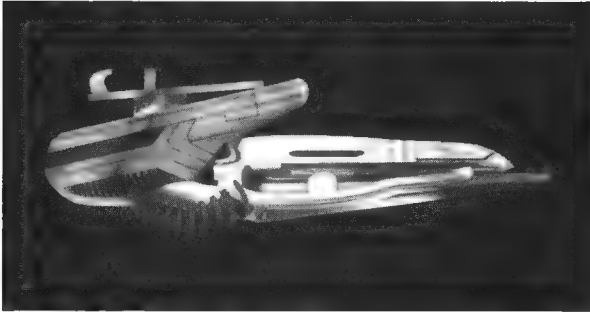


*The Dispersion cannon.*

# HELLBENDER



*The ServoKinetic laser.*



*The Rapid-fire 500 laser.*

## ***ServoKinetic Laser (SKL)— Press 2 to activate***

**Base hit point value  
(single laser bolt): 1**

Like the Valkyrie cannon, the ServoKinetic laser is standard equipment on the Hellbender and has an infinite supply of ammunition; its fire rate can also be doubled or quadrupled by increasing Weapon Energy. But the truth is that the ServoKinetic laser is an obsolete weapon that you probably won't use more than once.

The two main flaws in the SKL are that it's weak and that it has a slow velocity. You might think that because it's only half as strong as the Valkyrie that it would use less energy, but that's not the case—both of them drain a fully supply of

Weapon Energy in approximately the same amount of time. And the SKL's beams take slightly longer than the Rapid-fire 500's to reach their mark, making it more difficult to hit a fast-moving target.

In the end, the SKL isn't worth arming. The only instance where you'd want to use a laser in the game is against enemies that are more vulnerable to laser fire than to cannon fire—and in that case you'd use the faster (and prettier!) Rapid-fire 500.

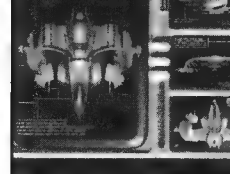
## ***Rapid-fire 500 Laser (RFL)—Press 3 to activate***

**Base hit point value: 1**

The Rapid-fire 500 laser, or RFL, is not standard equipment on the Hellbender. Each RFL power-up (including the first one) adds 100 rounds to the laser's



## CHAPTER TWO: WEAPONS, ENERGY, AND NAVIGATION



ammunition supply. Like all cannons and lasers, you can double and quadruple the RFL's fire rate by increasing the amount of Weapon Energy.

Because the RFL packs only half the punch of the Valkyrie cannon, the only enemies you should use it against are ones that are more vulnerable to laser fire than to cannon fire—and even then the enemy in question would have to be more than twice as vulnerable to laser fire for the RFL to emerge as the clear-cut weapon of choice.

The bottom line is that the RFL will serve a very limited role during your crusade against the Bions. Check the Hit Points listing at the start of each planet chapter to see if there are any foes either invulnerable to cannon fire, or more resistant to cannon fire than to laser fire; if there aren't any, then you needn't worry about activating this weapon—unless you want to see its pretty purple laser beams, that is.

### ***Rockets***

The Hellbender only carries one rocket, but it's one of your primary weapons during the main part of each mission: ground attacks.

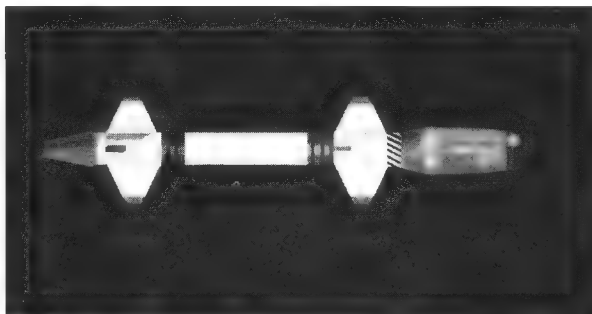
#### ***Sledgehammer Rocket (HAM)— Press 4 to activate***

**Base hit point value: 16**

The Sledgehammer is about as primitive as rockets get: once fired, this two-stage rocket flies along a straight path until it collides with something or runs out of fuel. At the start of the game, the Hellbender is loaded with 20 Sledgehammers; each rack of Sledgehammers contained in Weapons storage bunkers adds 20 rockets to your supply.

Clearly, the Sledgehammer is of little use against fast-moving targets such as fighters, though they can be used in a pinch if a Bion fighter is trying to ram you head-on. But against strong ground targets or slow-moving enemies such as transports and frigates, it's probably the weapon you'll use the most.

As we said earlier, the Dispersion cannon is also a great choice for stationary ground targets, but its spread pattern of fire means that the farther



*The Sledgehammer rocket.*

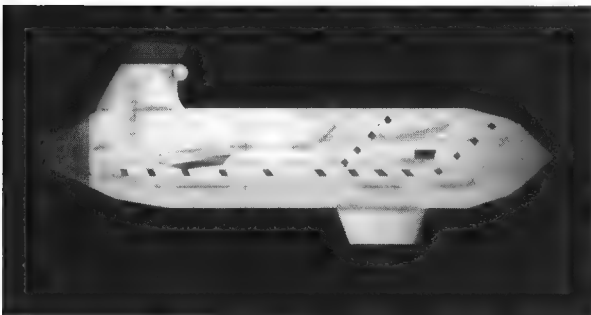
# HELLBENDER

you are from the target, the less efficacy the weapon has—and on many missions you need to hover high over the objective to avoid fire from ground guns. The Sledgehammer is perfect for just those situations—if you can train the Targeting crosshairs on a target, the Sledgehammer will hit it. And if you're even halfway diligent in looking for Weapons storage bunkers, you should have several hundred at your disposal before you've reached the fourth planet, Kresh.

Speaking of Kresh, there is one instance where the dumb-fire Sledgehammer is even more valuable than a guided missile. There are sacred temples on the planet Kresh that, if destroyed, will destroy the Hellbender in turn. A guided missile can hit one of these as it pursues an evading fighter craft, or even on its way to a ground target—but a Sledgehammer only goes in the direction that you point and shoot. If you don't aim a Sledgehammer at the sacred domes, it won't hit them.

## Missiles

The main difference between a rocket and a missile in Hellbender is that missiles are guided—once they've locked on to a target, they'll follow it as best they can. There is one exception to this rule, but as you read on you'll discover that it involves a weapon whose usefulness is limited.



*The Scorchers missile.*

### ***Scorchers Missile (SCR)— Press 5 to activate***

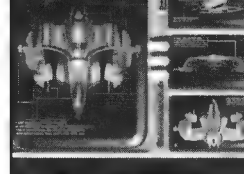
**Base hit point value: 16**

The Scorchers is an air-to-ground missile that automatically locks on to a target once you come within a certain distance of it, even if the target isn't visible to the naked eye. At the start of the game, the Hellbender carries two Scorchers missiles; each rack of Scorchers

contained in Weapons storage bunkers adds five more missiles.

Because it's guided, the Scorchers is best used in situations where moving in close enough to use a Sledgehammer or a cannon exposes you to enemy fire. They're especially useful in clearing out many of the underground chambers

## CHAPTER TWO: WEAPONS, ENERGY, AND NAVIGATION



you need to enter, where even moving past the entrance to see what's inside will draw enemy missiles and lasers.

Other prime targets for the Scorcher include SAM sites and bottom gun turrets (the lasers found in underground chambers that are slung underneath runways). When using a Scorcher against a SAM site, you can hide behind a hill or wall, and as long as the red bracket indicating the missile has locked on to a target is visible, the Scorcher should find its mark. The bottom gun turrets are incredibly deadly, especially if you try to take them out with laser or cannon fire—you have to face them head-on, placing your ship in their line of fire. The Scorcher lets you destroy them from areas where their fire can't reach.

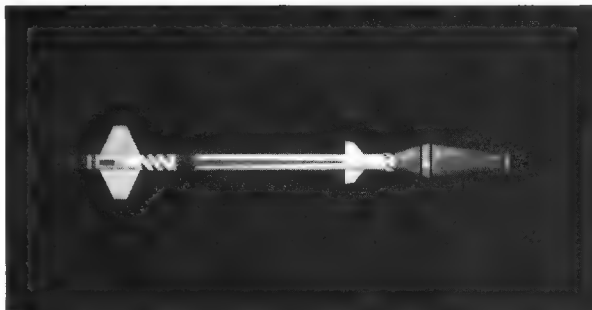
The operative word in the previous sentence is *should*. Just because the Scorcher has locked on to a target doesn't mean it will reach it. If there are too many obstructions in a Scorcher's path, it will detonate after getting as close as it can. Unfortunately, the only sure way to find out if the Scorcher will find a given target is to fire one.

There's one other drawback to the Scorcher. When it locks on to a target that you can't see, you have no way of knowing what the target is. (If it's bracketed in yellow *and* red, you at least know that the target is part of an objective that needs to be destroyed.) That means you can use a powerful guided missile to wipe out something as weak as a ground gun, which could have just as easily been destroyed with laser or cannon fire. Even worse, the Scorcher will target structures such as towers and radar dishes that are neither a threat nor part of an objective, an even greater waste than using a Scorcher against a weak enemy.

### ***Viper Missile (VIP)—Press 6 to activate***

**Base hit point value: 16**

The Viper is an air-to-air missile that automatically locks on to any enemy craft capable of flight, even if the target isn't visible. The Hellbender carries five Vipers at the start of the game, and each rack of Vipers contained in Weapons storage bunkers adds 20 missiles.



*The Viper missile.*

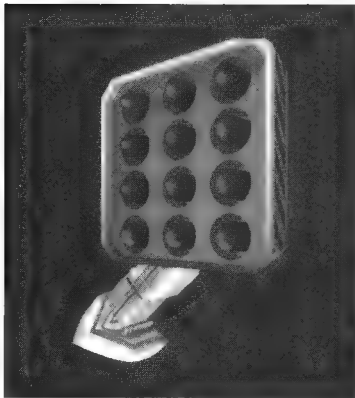
# HELLBENDER

Enemy ships targeted by the Viper are bracketed in red. As soon as you see a red bracket, you can fire the Viper, and it will home in on its target. If there's more than one target available when you fire, the bracket will switch to a new target when the first target is destroyed or if the first target leaves your view. But you can switch targets manually at any time, allowing you to fire on several targets before the first one has been destroyed.

One of the best things about the Viper is that, because you can target anything you see, you're able to fire on ships to your left or right or even behind you—a distinct advantage over forward-firing lasers and cannon. (Scorchers can also be targeted to the rear or sides, but the tactic is rarely useful in attacking ground targets.)

You can even use the Viper as a dumb-fire missile; if it's not locked on to a target, the Viper flies in a straight line just like the Sledgehammer. It may sound like a waste to use a guided missile in this fashion, but sometimes in the heat of battle it's easier to use Vipers than to try and switch to Sledgehammers—a tactic made more palatable when you consider there are a lot of Vipers to be found throughout the game.

Like the Scorcher, the Viper doesn't always hit its target. While it will maneuver around towers and buildings to reach a target, it will also do things like slam into the side of a mountain rather than going over it. Luckily you will find large numbers of Vipers, so you can afford to see one wasted every now and again.



*The Legion missile.*

## ***Legion Missile (LGN)—Press 7 to activate***

**Base hit point value: 16**

The Legion missile combines the capabilities of the Scorcher and Viper missiles—with four times the destructive power of either of those missiles. That's because the Legion consists of four guided missiles that automatically lock on to the nearest target. Legion missiles are not standard equipment on the Hellbender; each Legion missile power-up adds ten missiles to your supply.

The Legion is unique in that it can lock on to ground or air targets, and its four warheads give it the power to knock out with a single shot enemies that

## CHAPTER TWO: WEAPONS, ENERGY, AND NAVIGATION

would require four Sledgehammers, Vipers, or Scorchers to destroy. It too can target any enemy that you can see.

Don't expect all four missiles to reach the target every single time, though. You'll often see one or more of the Legion's warheads slam into a structure blocking the way; in fact, it seems that the Legion is even more likely than other guided missiles to try to take the most direct path to a target, even if that means hitting something else. And sometimes the Legion's missiles will converge on four corners of a target—but not actually *strike* the target itself.

But it works most of the time. When you're facing a very strong target (such as the special creation the Bions have waiting for you on the final mission on Kresh), you won't have anything but good words for the Legion.

### ***Independence Missile (TIM)—Press 8 to activate***

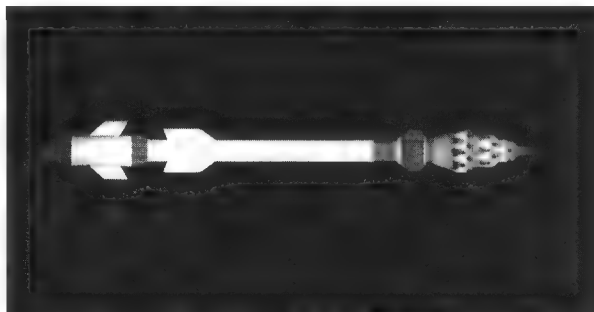
**Base hit point value: 10 x 16**

The Independence is essentially ten Sledgehammers bundled into a single package: one missile propels the whole shebang until it hits a target or travels for one full second, at which point ten Sledgehammers spread out in several directions; these rockets will do damage to anything within four grid coordinates of where the Independence split into multiple

rockets. The Independence is not standard equipment on the Hellbender; each Independence missile power-up adds one missile to your supply.

Make no mistake: this is one odd weapon. If the Independence hits a target before its warheads separate, it does more damage than a single Sledgehammer, but how much more is unclear. The best way to use the Independence missile is to aim it to one side of a target; that way, all the rockets will inflict some damage on the target, as well as on any other nearby enemies.

The best place in which to use the Independence is against a roomful of enemies; because they'll be packed in closely, the rockets will do maximum damage (unless you accidentally hit a target before the ten warheads can



*The Independence missile.*

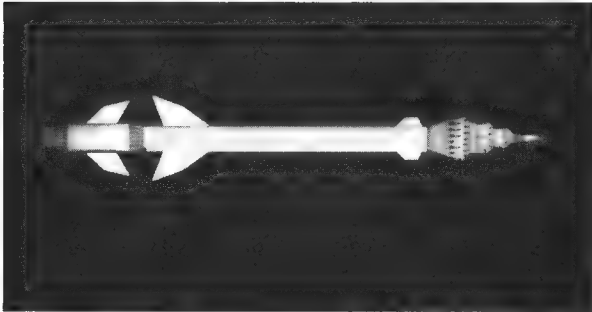
# HELLBENDER

separate). But be judicious in your use of the Independence; they're one of the rarer commodities in the game.

## ***Hellion Missile (HEL)—Press 9 to activate***

**Base hit point value: 10 x 16**

The Hellion also consists of multiple missiles, but these are Vipers—which means when they're released they'll at least *try* to home in on a target; if there are only a few targets available, unguided rockets will be



*The Hellion missile.*

used until a total of at least eight rockets and missiles have been launched. The Hellion is not standard equipment on the Hellbender; each Hellion power-up adds one missile to your supply.

Firing multiple Vipers at once is wonderful, but the Hellion's greatest asset is its ability to completely recharge your Main Energy cell and restore your Hull Integrity to 100 percent. Just think

of it: fire the Hellion into a swarm of fighters and not only will its multiple Vipers bring many of them down, but it also repairs the damage those fighters have done to your hull!

## ***Mines***

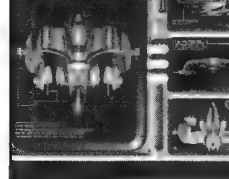
As with the Sledgehammer rocket, the Doomsday mine has the honor of being the only weapon of its type in the game. And while it's not used all that often, it can be a real lifesaver when you are able to make use of it.

## ***Doomsday Mine (DDM)—Press 0 to activate***

**Base hit point value: 6**

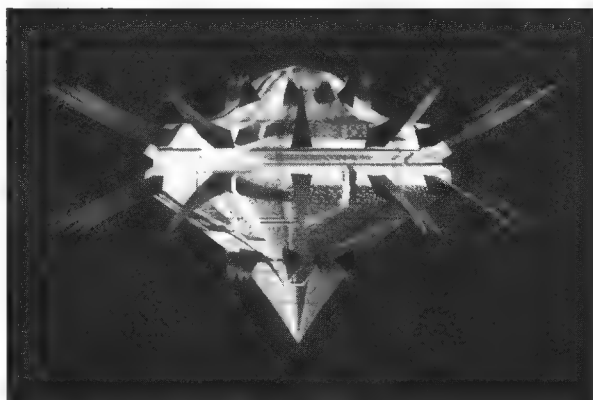
The Doomsday mine is a fairly specialized weapon: it's released from the rear of the Hellbender, and then only when the ship is in motion. Whenever any ship—including the Hellbender—passes within a few distance units of it, it

## CHAPTER TWO: WEAPONS, ENERGY, AND NAVIGATION



automatically detonates. The Doomsday mine is not standard equipment on the Hellbender. Each Doomsday power-up adds five mines to your supply.

Although theoretically the Doomsday can be used against stationary targets by releasing it as you fly by, its main function is to destroy Bion fighters following you. Despite its size, the Bions never seem to spot the thing in time to dodge it. If you're lucky, it can take out two or three fighters at once.



*The Doomsday mine.*

### ***Calculating Weapon Effectiveness***

How effective a weapon will be against a given enemy or target is based on two factors: the Difficulty level you've chosen and the enemy's vulnerability.

Vulnerability refers to how effective a certain class of weapon is against an enemy. In the Enemies Chart at the start of each planet chapter, you'll see three numbers listed under Hit Points. These refer to the number of hit points by cannon, laser, or missile. If you see 16/32/16 beside an enemy, it means that it takes 16 hit points to destroy it with a cannon, 32 hit points if you use a laser, and 16 if you use a missile. Remember, Dispersion cannon falls into the laser category, and the Sledgehammer rocket is classified as a missile when calculating hit points.

But those numbers can change depending on what Difficulty level you've chosen. If you're playing on Easy or Normal, enemy hit points remain unchanged. On Hard, they're multiplied by 1.5, and on Hellbent they're multiplied by 2.

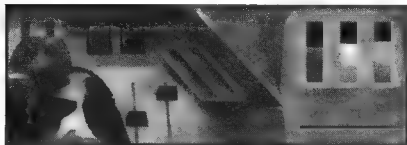
Let's say you're playing with Difficulty set to Hard, and you're firing a Valkyrie cannon at an enemy whose hit point value for cannon is listed as 20. Because you're on Hard, the enemy's hit points jump to 30. Each hit by a single beam from the Valkyrie causes two hit points of damage, so it would

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take 15 single Valkyrie hits to destroy the enemy. If you were firing a fully charged Valkyrie, it would take only four hits (four beams at two hit points per beam equal eight hit points per shot).

## Energy Management

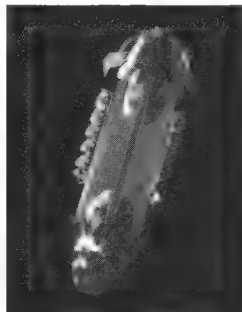
One of the key components of success in Hellbender is allocating your energy resources. Energy is needed for several purposes: to fuel your shields, increase the fire rate of your lasers and cannons, and to power your ship's Headlights and Cloaking device. There's only so much energy to go around, though, so you must learn to see the big picture when deciding where and when to allocate energy.



*The Energy Control panel.*

### *The Energy Control Panel*

The Energy Control panel allows you to see quickly where your ship's energy is being used. There are three parts of the Energy Control panel: Weapon Energy, Main Energy, and Shield Energy.



### **Weapon Energy**

The vertical gauge in the left of the Energy Control panel is the Weapon Energy indicator: it represents how much energy has been allocated from the Main

*The three types of Energy restores, from left to right: 25 percent (green), 50 percent (blue), and 100 percent (red).*

Energy cell for powering the laser and cannon weapons aboard the Hellbender. If the gauge is completely red, Weapon Energy is at maximum and the fire rate for lasers and cannons will be quadrupled. If it's half red or less, the fire rate is doubled, and when the Weapon Energy is fully depleted, the weapons will fire at their normal rate.



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There's one other device that uses Weapon Energy: the Hellbender replenishes Turbo thrust energy from your Weapon Energy. This process continues until either Turbo thrust is completely replenished or Weapon Energy is fully depleted.

### **Main Energy**

The middle gauge is the Main Energy cell indicator. It displays how much energy you have for the following purposes.

- To transfer to Weapon Energy
- To transfer to Shield Energy
- To power the Hellbender's Headlights
- To power the Hellbender's Cloaking device

You must manually transfer power to Weapon Energy or Shield Energy; Headlights and the Cloaking device automatically drain energy from the Main Energy cell.

The ship's generators automatically regenerate energy to replace any that's been used, but the process is very time-consuming. If you need energy and don't have time to wait on the ship's generators, you have two options: locate an Energy restore that was contained in a Weapons storage bunker or left behind by a destroyed Bion, or fire a Hellion missile. The latter automatically brings the Main Energy cell up to full capacity; the former replaces energy based on the size of the Energy restore.

Energy restores come in three sizes—25 percent, 50 percent, and 100 percent. Before firing a Hellion or picking up an Energy restore, make sure you've got enough "room" in the Main Energy cell to make the most of your addition. If the Main Energy cell is at 70 percent and you're about to pick up a 50 percent Energy restore, you should transfer some of energy to weapons or shields first in order to get the full 50 percent placed in the Main Energy cell. And if it's a 100 percent Energy restore or you're about to fire a Hellion missile, be sure to completely empty the Main Energy cell first.

### **Shield Energy**

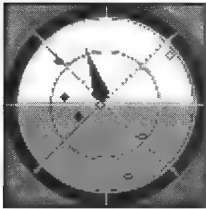
The gauge on the far right of the display is the Shield Energy indicator. Shield Energy is crucial. The less you have, the more damage your hull suffers with each enemy hit. When Shield Energy is above 50 percent, each enemy weapon does only half the damage it would normally do to your hull; if Shield Energy

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drops below 50 percent, enemy weapons will do 75 percent of the damage they would normally do, and when its completely depleted, enemy weapons do full damage to the hull. That's why it's a good idea to constantly check the Shield Energy indicator and to transfer energy from the Main Energy cell whenever it drops below 50 percent. (Don't hesitate to replace it before then, though.)

## Navigation

The Hellbender is equipped with a navigation system that makes finding targets about as simple as can be. The three main components of the Navigation system are the Compass display, the Map display, and the Navigation computer.

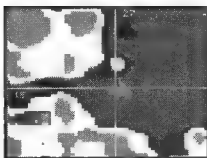


*The Compass indicates the presence of enemies in the air and on the ground, as well as any power-ups that may have been uncovered.*

### *The Compass*

The Compass appears in the upper right corner of both the Full Instrument display and the Head-Up Display. To find the next objective listed in the Navigation computer, simply turn the ship until the arrow in the Compass is pointing straight up (12 o'clock) and turns red and then move in that direction.

There's more to the Compass than locating targets, though. You'll see blips on the Compass as you fly over objectives; each blip represents an object, with the color of the blip giving you an idea what the object is. Red indicates a flying enemy, white is used for ground targets, and blue or green is for some type of Weapon or Energy restore. If a blip shows up as a plus sign (+), the object is above the Hellbender; if it's a minus sign (-), it's below the Hellbender.



*The Map display as it appears above ground (left) and below ground (right).*



### *The Map Display (Press M to activate)*

The Map display isn't always on screen. You call it up by pressing M and remove it the same way. The Map works differently from the Compass in that it's a true map, with up representing north, right representing east, and



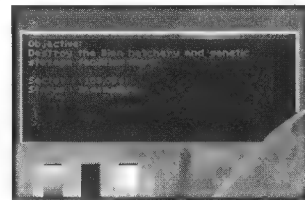
so forth. You might see the arrow on the Compass pointing at 12 o'clock, but if you look at the map, you might be traveling in a southwesterly direction. The Map display has three Zoom levels; press the left bracket ([) to zoom in and the right bracket key (]) to zoom out.

You'll notice two numbers on the Map display, on the left side and at the top. Move due east or west, and the left-side number will change, and moving due north or south will only affect the top number. These are sector coordinates, and you can use them to find any objective or beacon. To determine your current sector coordinate, read the number on the left and then the number on the top. This is also how objectives are listed.

From time to time, you'll see yellow dots on the Map display. These indicate tunnel entrances that lead to underground complexes. When you enter an underground area, the Map display changes to show only those areas you've already explored or passed close to as you traveled.

### ***The Navigation Computer (Press N to activate)***

One of the most valuable tools on the Hellbender is the Navigation computer. It displays the current mission objective with a brief description, gives you the exact coordinates of the objective, and tells you whether or not the objective has been achieved. You can also use the Navigation computer to view all the objectives for a mission (some are not displayed until certain objectives have been completed, however) and to change to a different objective. To switch to the next objective in the mission list, press the Tab key; to switch to the previous objective, press Shift + Tab. (Note: you don't need to have the Navigation computer on screen in order to switch objectives.)

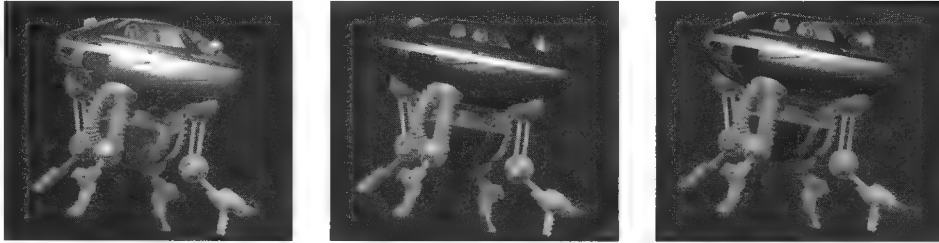


*The Navigation computer contains important information on each objective.*

### **Ship Status Panel**

The last set of displays we'll examine are in the Ship Status panel, located at the bottom left of the screen in Full Instrument display or Head-Up display. It consists of three indicators: Hull Integrity indicator, Current Speed indicator, and Turbo Fuel indicator.

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The three types of Repair droids, from left to right: 25 percent (green), 50 percent (blue), and 100 percent (red).

## ***Hull Integrity Indicator***

The Hull Integrity indicator is probably the single most important display in the game. It's color-coded to help you realize when you're in danger—as your Hull Integrity drops, the gauge not only shortens, it also turns yellow and finally, bright red.

There are only two ways to restore Hull Integrity: by picking up a Repair droid, or by firing a Hellion missile. Repair droids come in three sizes—25 percent, 50 percent, and 100 percent—while firing a Hellion will automatically restore the Hull Integrity to 100 percent.

Your goal should be to keep Hull Integrity as high as possible; you can do that by dropping a beacon at every Repair droid you leave behind so you can return for it later and by keeping Shield Energy at its highest possible levels.

## ***Current Speed Indicator***

The Current Speed indicator is straightforward: the amount of blue indicates how much throttle is currently being applied. If it's half blue, you're at half-throttle; if it's all blue, you're at full throttle.

## ***Turbo Fuel Indicator***

The Turbo Fuel indicator works the same as the gas gauge in your car. The only thing we should note here is that any time you use Turbo thrust, the Hellbender will try to replenish the Turbo Fuel you used with Weapon Energy; the more Weapon Energy available, the faster the Turbo Fuel will be replenished.

# Chapter Three

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## BASIC COMBAT TECHNIQUES

In this chapter, we're going to look at some basic combat techniques that will be useful regardless of where the Council of Peace has sent you to stop the Bions.

Because you spend much of each mission flying to targets, we're devoting an especially detailed section to air combat. In it you'll find specific tactical maneuvers along with general strategic tips designed to help you maximize the punishment you deal out to the Bions while minimizing the damage you receive in return.

From there we'll move on to the keys to successful ground attacks—how to take out the most targets in the shortest time, knowing which targets to destroy and which to leave standing, and more. Finally, we'll show you how to survive the meandering underground complexes the Bions have built and how to use them to your advantage.

### Air Combat

Even though the vast majority of objectives in each mission consists of stationary ground targets, the most constant danger you'll face are the airborne Bion fighters. They'll dog your every step, peppering you with laser fire, launching unguided missiles as they move on a collision course for your craft—they'll even ram you if all else fails! Add in the fact that you're seriously outnumbered, and you might think you don't stand a chance against these flying devils.

But if you proceed carefully and use the Bions' single-mindedness against them, you have the upper hand here. The Bions in the cockpits of those fighters don't care one byte for their survival; all they want is to see you dead. As a result, they'll often put themselves in a position to be easily destroyed.

As you work your way through the game, you'll undoubtedly come up with your own favorite maneuvers and tricks to outfly and outfight the Bion

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fighters, but here are a few that we relied on during our flight time in the Hellbender.

## ***Specific Dogfighting Maneuvers***

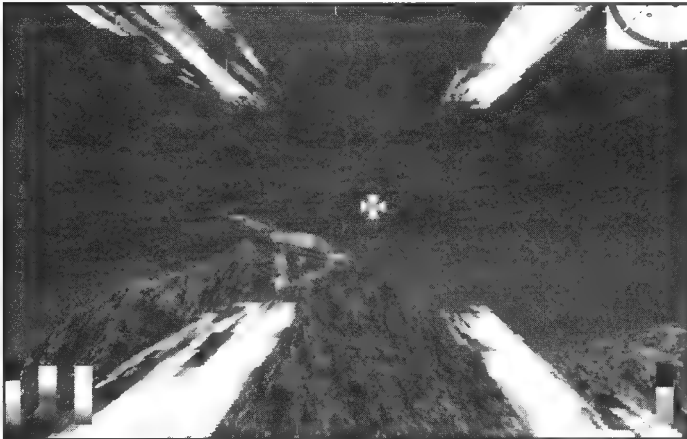
**Deflection Shooting:** This is commonly called “leading your target,” and the idea behind it is simple: when firing lasers or cannon at a moving target, you should aim not at the target itself but in front of it. You might not need to use this against some of the slower Bion fighters, such as the ones you encounter on Morbos. They’re so slow that you can often score hits by aiming directly at them. Many Bion fighters, though, are quite speedy and agile, and mastering the skill of deflection shooting can save you precious Weapon Energy when you square off against them.

It might not seem important to use only two shots instead of three to bring down a fighter. But every time you fire a laser that is not at minimal power, your Weapon Energy supply is depleted—and it doesn’t take a genius to figure out that the longer you can keep your lasers firing at double or quadruple their minimum power rate, the less time you spend blasting each individual enemy.

There’s at least one exception to this rule. If you’re heavily outnumbered and are performing evasive maneuvers, you can wind up taking damage as you

line up a deflection shot. If you follow our strategic tips below, however, you should be able to minimize the number of times you find yourself in that situation.

**Full Stop:** To conserve Viper missiles or Doomsday mines and still rid the skies of Bion fighters trailing above and behind you, come to a complete stop and then pull back on the stick to force them into your line of laser



*Accurate deflection shooting—also known as “leading the target”—can save you valuable Weapon Energy.*

## CHAPTER THREE: BASIC COMBAT TECHNIQUES



fire. This works best when you're near the ground because you don't have to worry about Bions shooting from underneath you (unless you're hovering over a heavily guarded objective, of course!).

One reason this tactic is effective is that Bion fighters tend to dive on their targets, and their accuracy when firing from high above you isn't all that good. You can easily take out three or four fighters this way while taking only a few hits in the process.

**Sit and Spin:** The first game in which we heard of this tactic being used was the classic space-combat game *Wing Commander*. Here's how it works: when your Compass indicates there are enemy fighters approaching from the rear and sides, come to a complete stop and then perform a strafing turn. Fire a Viper when an enemy comes into view and then press V to switch the missile lock to the next target. If you're a good enough shot or if the fighters you're facing aren't very fast, you can use laser or cannon fire instead of missiles. Most of the time you'll sustain little damage performing this maneuver, but if you take more than two hits while hovering, use Turbo thrust to move to a safer position (see below) and try a new tactic.

**Look Back in Anger:** This is one of our favorite tricks. As you travel to an objective, it's not uncommon to find three, four, five, or even more Bion fighters chasing you. Instead of turning to face them, you should instead arm a guided missile (preferably a Viper) and then use the Change Cockpit view command to switch to rear view (press + on the numeric keypad). You'll notice that one of the fighters will be bracketed in red; that means the Hellbender's computer has targeted and locked on to it. Fire the missile, hit V to switch targets, and fire again, repeating the process until the fighters have been eliminated.

Because the Vipers are launched from the front of the Hellbender, you might fire a missile only to hear it explode immediately; that means it hit an obstacle as it looped back while homing in on the target. Most of the time, however, this tactic works like a charm.



*You can target enemies behind you by using the Change Cockpit view command to switch to rear view, or by switching to an Outside view that allows you to see them.*

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A similar approach is to release a Doomsday mine while being pursued by fighters; it destroys anything that flies within close proximity, and Bion fighters won't even try to dodge it. The only disadvantage to this tactic is that there are many fewer Doomsday mines available than Viper missiles.

## ***General Air Combat Strategy***

Here are some general guidelines to follow against Bion fighters.

### ***Make the Terrain Work for You***

When flying to an objective, take advantage of terrain features to reduce possible avenues of attack. Flying closely alongside a hill or mountain, for instance, means that a Bion can't fire at you from that side. Similarly, skimming above the ground removes the possibility of a fighter launching missiles or firing lasers at the Hellbender's underside. The only danger in this tactic is that the terrain that helps safeguard you also cuts off an avenue of escape. Still, the benefits far outweigh the disadvantages.



*Fly alongside hills or through gullies to cut off possible avenues of attack from Bion fighters.*

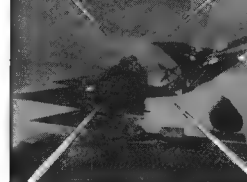
### ***Fire from Safety***

At many Bion bases you'll find bridges, platforms, and other structures that can protect you from the Bion fighters' favorite tactic: diving attacks. Move the Hellbender underneath such a structure, as close as possible to the "ceiling," and then advance until you have a good view of the sky above you while still keeping the bulk of the Hellbender hidden. From this vantage point, you can arm Viper missiles and start picking off fighters in

the sky, or wait until the fighters fly down in front of you and blast them with lasers or cannon.



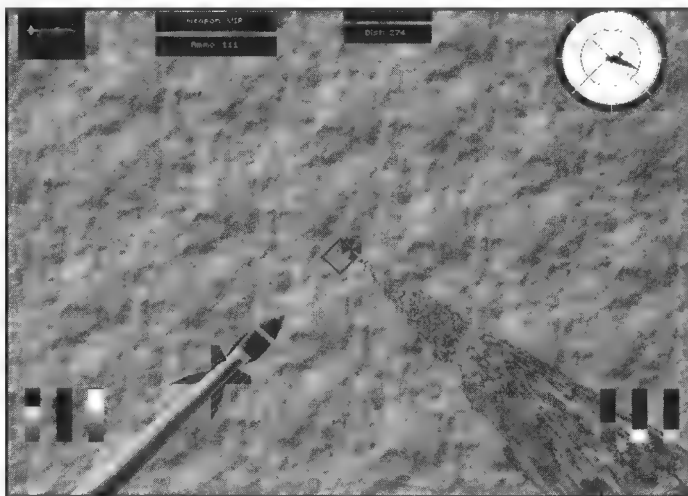
## CHAPTER THREE: BASIC COMBAT TECHNIQUES



Of course, the Bions aren't totally stupid; in some instances, they'll move down to your altitude, fly under the structure and attack from behind. But most of the time they'll simply circle above you, waiting for you to emerge—giving you the opportunity to take them out at your leisure.

One variation on this theme is to place the Hellbender in a vertical position with its belly flush against the side of a building and its nose pointed skyward. Again, the Bions will begin their diving attacks, but if you've done your target practice, you should be able to pick them off while suffering only minor damage.

You can also use the cloud cover found on most of the planets to your advantage. As you know, the Compass display reveals Bion fighters and indicates whether they're above you (a red +) or below you (a red -). If you're skimming the ground and the Compass indicates there are Bion fighters above you but they're not visible when you point the Hellbender upward, you can arm Viper missiles and shoot the Bion fighters with almost no chance of them firing back at you through the cloud cover. While you won't have the satisfaction of seeing their destruction, you will enjoy seeing their shattered craft tumbling to the ground. This tactic doesn't work as well in reverse, though, since Bions who are beneath you tend to pursue you by flying above the cloud cover. In this instance, release Doomsday mines or use the "rear view" tactic mentioned above.



*Target enemies above the cloud cover with Viper missiles to wipe them out without exposing the Hellbender to danger.*

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## ***Prioritize Enemy Threats***

Not all Bion fighters are created equal. Some are fast but poorly armed, some are sluggish but are equipped with lethal missiles—and some are both fast *and* heavily armed.

The Hellbender was designed to withstand many laser or cannon hits before its Hull Integrity reaches critical stage, so when facing several types of fighters, you need to identify which ones carry missiles and which ones have only lasers or cannon—then focus on destroying the missile-firing ships first.

If you've taken cover under some type of sheltering structure, you don't need to worry so much about which fighters you take out first: your ultimate goal is to completely clear the sky of fighters anyway. But if you're jumped by several fighters and have to resort to an old-fashioned twisting and turning dogfight, it's well worth the effort to identify the most lethal threats and focus all your attention on them.

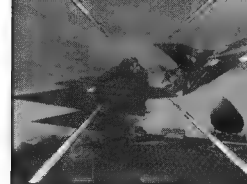
## ***Use the Right Weapons***

Some of the Hellbender's weapons work better than others against certain types of Bion fighter; in fact, some of your weapons will be of little or no use. Selecting the optimal weapon will cut down on the time you spend dealing with fighter attacks—and that in turn minimizes the amount of damage you take.

There are some weapons you should never use against fighters. The Dispersion cannon, for instance, is an excellent choice against stationary ground targets, but is almost worthless against fighters—most of the projectiles released with each burst will spread out and miss the target.

Sledgehammer missiles are meant to be used only against ground targets because they're "dumb"—they fly in a straight path until they hit something. The only moving targets you should use Sledgehammers on are certain Bion transports, the ones that move so slowly that you can zoom in and fire the Sledgehammer at point-blank range.

As a general rule, the best weapons against fighters are the Valkyrie cannon, Viper missiles, Legion missiles, and the Doomsday mine. (The last is useful against fighters pursuing you from behind or if you release it as you fly by an enemy ship.) But you should always consult the Bion Fighters and Targets Chart at the start of each game play chapter to see which weapon type each enemy is most vulnerable to. Because you might need the multiple-



warhead Legions against ground targets, you should conserve them by using them only against fighters with very strong shields and hulls—ones that require two or three Vipers to bring down—or when you’ve run out of Vipers and are so outnumbered that using lasers or cannon fire won’t remove the threat quickly enough.

### ***Know When to Run***

You’re the last hope against the Bion invasion. You’re dedicated, brave, and highly skilled. You’re ready to fight to the end. But that end might come much sooner than you dreamed if you don’t know when to run away.

You’ve heard the old cliché about discretion being the better part of valor, and nowhere is it more true than in Microsoft Hellbender. But when should you flee? Basically, Hull Integrity is the key factor in choosing whether to stand and fight or retreat to safety. If your Hull Integrity drops below 50 percent and there are still Bion fighters attacking, you should consider using Turbo thrust to outdistance the enemy and start looking for any Repair droids you might have marked with Beacons earlier in the mission (or fire a Hellion missile to completely restore Hull Integrity). And if your Hull Integrity gets down to one-third or less, don’t even stop to *think* about running—just do it.

Once you’ve retreated from a dangerous situation, you have several options. You can switch objectives in the hope that the new target won’t be as heavily guarded or that some of the enemies you destroy at the new objective will leave behind Repair droids. If that proves futile, you can return to the scene you fled, but this time you’ll have a much better idea of what to expect—and you can use that knowledge to begin destroying enemies at a greater distance. And there’s certainly something to be said for simply using the time to regain your composure before returning to the fray.

### ***Look for Leftovers***

It’s strange, but true: when destroyed, some Bion ships leave behind Repair droids, Energy restores, and Weapons. But after you’ve just finished successfully duking it out with a half-dozen fighters, your natural impulse is to point the Hellbender in the direction of the next objective and return to business as usual—and possibly leave behind those goodies.

Whenever you’ve cleared the skies of Bion fighters, check your Compass for the blue or green blips indicating restores. Even if you don’t need them at the moment, you can mark them with a Beacon for later retrieval. Remember, if

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you leave the scene before scanning for power-ups, it's likely that the only way you'll find them is by stumbling across them later. Why rely on luck when a little foresight will guarantee that you know where these treasures are located? Check the Bion Fighters and Targets Chart at the start of each game play chapter to see what specific power-ups each enemy might leave behind.

## Ground Attacks

Going toe-to-toe with Bion fighters can be thrilling, but you weren't sent on these missions to become the twenty-ninth century's equivalent of the Red Baron. You're here to wipe out the Bions' warmaking machinery—and that means heading down to the ground and destroying troop transports, communication relay stations, Fusion reactors, and a host of other targets.

It's not an easy task; in many ways, ground attacks are even more dangerous than air combat. Most installations are ringed with laser and Dispersion cannon batteries, specialized missile-firing fighters that take to the skies only when threatened, and deadly Surface-to-Air missiles (SAMs) that can lock on to the Hellbender in the same way as your Vipers and Scorchers lock on to targets. But if you stay calm and proceed in a systematic manner, you can take the bite out of the Bion defense ring—once that's done, destroying the main objectives becomes a joy more than a job.

### *Clear the Skies*

Before you begin striking the targets at an objective, remove as much of the fighter cover as you can using the techniques we listed earlier; you've got enough to deal with on the ground without having to worry about taking a beating from above. As usual, there is an exception to this rule: if you arrive at an objective and see transports lifting off, move in for the kill immediately. While most transports will stay within missile range regardless of how much time elapses after your arrival, there are certain points in the game where they can actually escape—and when that happens, the show's over.

### *Eliminate SAMs First*

Not every objective will be guarded by SAM sites—something you'll be very thankful for after you've heard the whine of a SAM locking on and have seen the damage just one SAM hit can do.

There are two ways to elude a SAM that's locked on to your ship: use Turbo thrust to zip around a building or mountain, causing the SAM to smash

## CHAPTER THREE: BASIC COMBAT TECHNIQUES



into an object in its path, or break the missile's lock by activating the Hellbender's Cloaking device (a major drain on the Main Energy cell).

Against SAMs, the best defense is a good offense. At the end of each mission we've listed the coordinates for every SAM site; with that information, you should be able to move in close to each site and target the SAM with Scorchier missiles while using hills or buildings to prevent the SAM from locking on to you.

There is another approach for dealing with SAM sites. It's considerably more risky, but if you're low on guided missiles, it's your only real alternative unless you want to spend all your time at an objective dodging missiles. Once you've ascertained the location of a SAM site, arm your Valkyrie cannon and use Turbo thrust to zoom directly toward it with the cannon blazing away. If you're good enough (and a little lucky), you'll destroy the SAM before it can launch a missile, and even if it does get one off, you can use Cloaking to break the missile's lock.

### ***Eliminate Secondary Defenses***

Individually, ground-based lasers and cannon aren't nearly as deadly as SAMs, but what they lack in firepower they make up for in sheer numbers. They also tend to be placed in such a way that if you move in to take out a ground target without first destroying the objective's anti-aircraft defenses, you'll find yourself in a crossfire—one whose cumulative effect is nearly the equal of a SAM hit.



*Surface-to-Air Missile sites, or SAMs, can turn a ground attack into a nightmare. If you hear a SAM lock on to your ship, hit Turbo thrust and try to move between buildings or behind a hill. The fastest way to break a SAM lock is to use the Cloaking device—but if you don't hide after using it, the SAM will just lock on again.*



# HELLBENDER

So the rule here is a simple one: Put top priority on destroying Bion defenses before striking stationary ground targets. That's not to say that you shouldn't destroy a ground target if it looms in front of you before you have a chance to attack the ground-based weapons. But as a general rule, it's best to destroy the defenses first; that way you can take your time in selecting the appropriate weapon for use against each ground target.

That piece of advice raises an obvious question: what's the best way to take out those defenses? There are several approaches you can try, such as launching guided missiles from cover (just as you did with the SAMs) or diving straight down on the defenses through the clouds. But it's overkill to destroy something as fragile as a gun with something as powerful as a missile, and diving through the clouds can yield some nasty surprises (such as running into a fighter on its way up to intercept you).

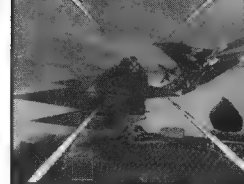
One of our favorite techniques is something we've dubbed the "scoot 'n' shoot." Approach the objective at a medium altitude where the ground-based weapons can't aim because they can only elevate their fire so high. Start firing lasers or cannon as soon as you see the signs of enemy counter fire; when you destroy one anti-aircraft site, hit Turbo thrust to dodge any incoming fire and move quickly to the next one.

## ***Use the Right Weapon***

Those Sledgehammers that were worthless in air-to-air combat are perfect for smashing ground targets. Should you start running low on Sledgehammers, try switching to your Dispersion cannon; if you've powered your cannon up to double or quadruple their fire rate, many ground targets can be reduced to rubble with only a burst or two from this weapon. (Note: always check the Bion Fighters and Targets Chart at the start of each game play chapter—some ground targets may be much more vulnerable to the Dispersion cannon or Valkyrie cannon than to a rocket.)

Some targets, especially later in the game, are strongly armored and require multiple Sledgehammers to destroy. In those instances, you should think about switching to Legion missiles, which also have the advantage of being guided. And if you're about to face several targets inside a small room but are unsure of what defenses might be in there, try the Independence missile. Though unguided, the Independence missile's multiple warheads can smash targets that are grouped closely together even if the missile itself doesn't score a direct hit.

## CHAPTER THREE: BASIC COMBAT TECHNIQUES



There is one other thing to consider when attacking ground targets. If you've removed air and ground threats and can destroy ground targets without worrying about being ambushed, you might consider switching to lasers or cannon instead of using missiles, even though it means you'll spend more time getting the job done. Why? Because missiles usually destroy targets quickly—and if you run into a heavily guarded base later, you might need the speedy destruction missiles provide to enhance your ability to get in and get out in as short an amount of time as possible.

### ***Don't Go Overboard***

Not every object at an objective needs to be destroyed. Yes, wiping out every piece of Bion equipment is satisfying, but the cost of your thoroughness is expended energy or missiles—supplies you might have much need for later on in that mission or on the next planet. Before you start making a clean sweep of an objective, make sure you're not running low on energy or missiles.

### ***Be Thorough***

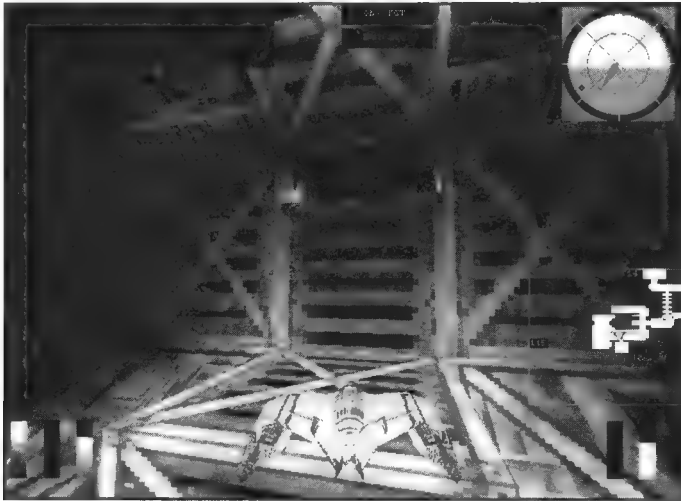
After you've knocked out every target and the Objective display changes to indicate it's time to move on, you should take a few seconds to look around the area. Sometimes you'll find doorways to chambers containing

Weapons storage bunkers—and you need to find every one of those you can if you hope to make it through the entire game. Also, there are a great many secret doors that are distinguished by slightly different coloration or texture. If a wall prevents you from reaching the coordinates of a Weapons storage bunker, try shooting the wall to see if it opens a door.

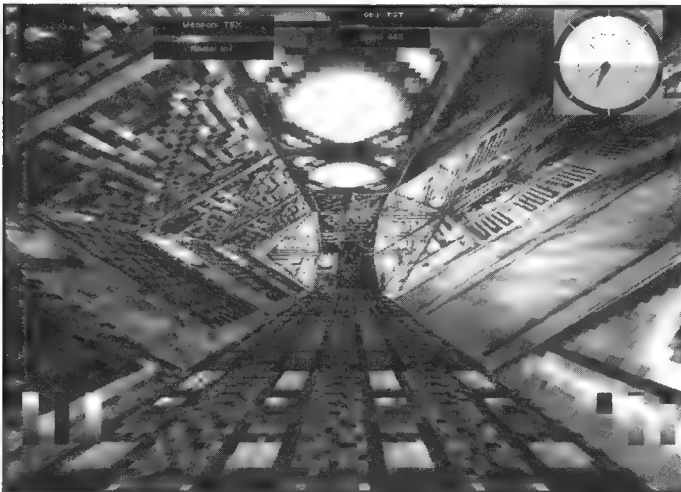


*Don't bother to destroy every possible target at an objective. You may need that energy or missile later on.*

# HELLBENDER



*If a wall appears to be between you and an objective, try shooting at the wall. A secret doorway may be disguised as a part of the wall*



*Finding entranceways can be difficult in many of the underground areas. From this Cockpit view, the entrance on the right blends into the walls of the passageway.*

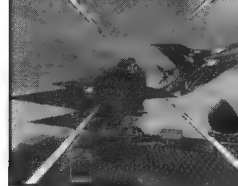
## Underground Complexes

Entering an underground complex for the first time can be a little disorienting. There's little light inside the passageways linking the various rooms of these complexes, making it easy for Bion fighters to ambush you. Guns mounted on the ceiling or hidden in recesses of the walls are also difficult to see until they've scored several hits, and just finding your way around can be a real challenge because of the meandering halls and hard-to-spot entrances.

But take it from us: once you've become accustomed to fighting inside them, these complexes can be one of the safest places on a planet. They're often chock-full of Weapons storage bunkers, and you'll rarely be attacked from the rear. What's more, there are numerous places to hide and regroup should things get hairy. All you need to do is follow a few



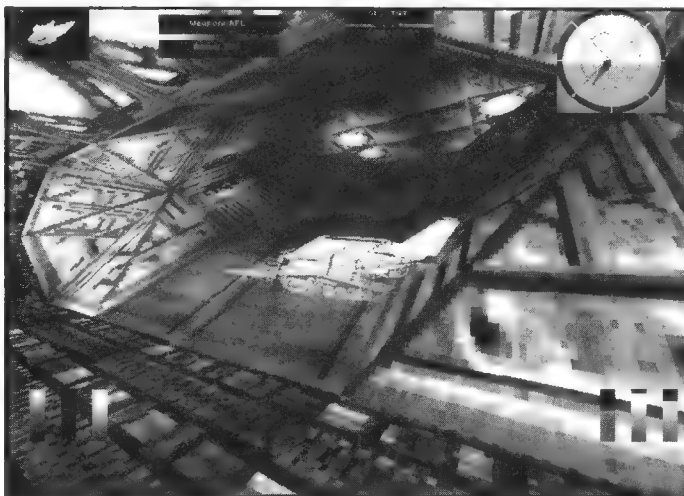
## CHAPTER THREE: BASIC COMBAT TECHNIQUES



basic guidelines, and you'll no longer fear underground trips.

### ***Keep the Map Display Active***

As you enter an underground complex, turn on your Map display. (Press M.) Many segments of underground areas look similar, and the last thing you want to do is fumble and stumble your way over the same ground two or three times. Having the Map display up also shows your current coordinates, making it easier to work your way to the coordinates of your next objective.



*Here's the Hellbender in the same position, but using an Outside view. The ramp leading up to the entranceway can be seen more clearly now.*

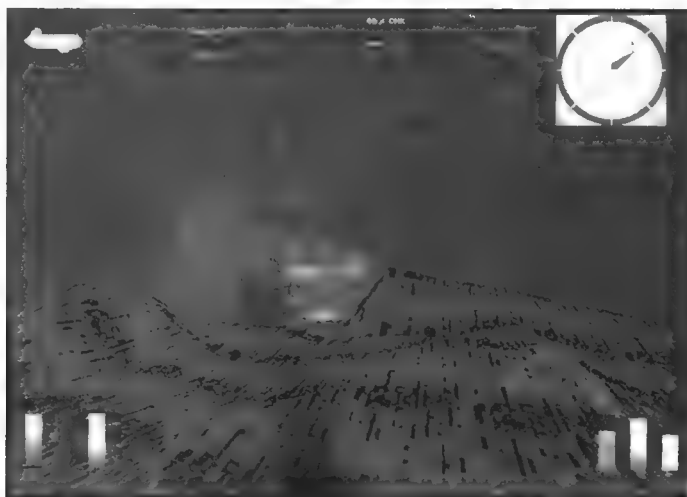
### ***Look Up, Look Down***

If the Map display indicates an entrance to another part of the complex but you can't seem to find it, start looking up and down the walls where the entrance is supposed to be. Often these entrances are actually ramps that lead up or down to another level, and their coloring makes the ramp blend in with the walls on either side of it.

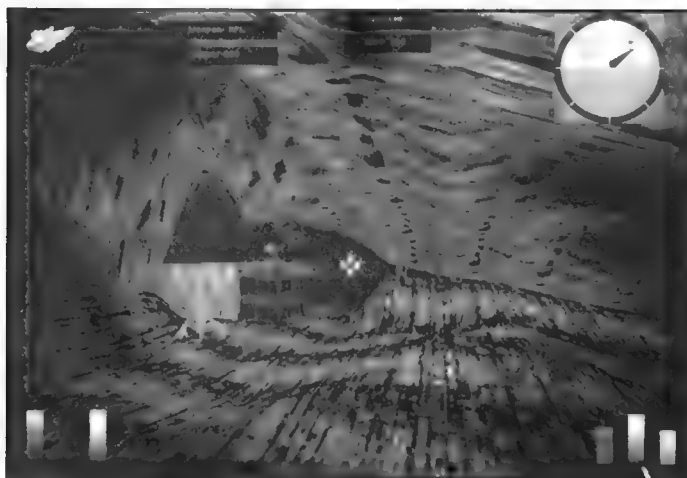
### ***Listen Up***

The Bions are tenacious, but they aren't very patient: they'll start firing their weapons even before they've spotted you. So if you see debris flying through the air and hear the whoosh of missiles being launched just as you're about to round a turn, you can count on a missile-firing Bion fighter lying in wait for you. The same goes for guns and guards—when you hear the sound of weapons being fired, you know the enemy is near.

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*An underground cavern, as seen without the Hellbender's Headlights.*



*The same area illuminated by Headlights.*

## ***Be Patient***

Go zooming through an underground complex, and you'll find yourself in trouble before you can even back off the throttle. There's no need for top speed underground: the goal here is to avoid trouble in the first place, and zipping into a room or down a passageway is sort of like flinging yourself into the arms of danger. Keep it slow and steady, with eyes peeled for the first sign of danger and ears pricked for any tell-tale audio cues.

Patience also pays off in another way: there are scores of Weapons storage bunkers in many underground areas, but poor lighting can make them difficult to spot unless you move slowly and constantly scan for their distinctive red-blue-gray markings.

## ***Dodge City***

No matter how careful you are, you'll eventually come face-to-face with a Bion

## CHAPTER THREE: BASIC COMBAT TECHNIQUES

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fighter firing missiles—they're all over the place in the underground areas. But you can minimize the danger by doing two things: firing lasers, cannon, or a Viper missile (depending on what weapon the fighter is vulnerable to), and then dodging to the left or right. Most of the missiles being fired at you are unguided missiles and can easily be avoided.

And don't make the mistake of thinking that the threat is gone as soon as the enemy fighter's gone up in flames! It could have launched a missile just before you delivered the coup de grâce, and if you're not careful, you'll take a hit from an enemy who's no longer there.

### ***Hit the Lights***

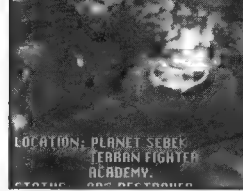
In especially dark areas, you should consider turning on the Hellbender's Headlights. They use very little energy, and the illumination they provide can help you find a hidden passageway, reveal Bion troop containers that have blended into the shadows, or bring much-needed Weapons storage bunkers into clear view.

On the other hand, don't turn on the Headlights simply because you're underground. You'll be surprised how many things you can see without Headlights once your eyes get adjusted to the dark surroundings. But if you do turn on the Headlights, remember: turn them off when you no longer need them. They don't use a lot of energy, but they do use some.



# Chapter Four

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## MISSION: COUNTERSTRIKE

# MORBOS

You had every reason to believe that the last of the Bions had been vaporized in the explosion that destroyed their home planet of Fury. Still, during your years of self-imposed exile, while you remained far from the antimilitarist demonstrators who scorned your acts of bravery, the possibility that some Bions might have escaped has nagged at you. So when you heard Ambassador Ch'oe's voice, you knew immediately that something had gone wrong—very wrong.

Ambassador Ch'oe informed you that a few Bions had indeed survived, fleeing into deep space to rebuild their forces. Now they've launched their final attack on the Coalition of Independent Planets, and this time they want to make sure that no Coalition pilots will be able to stop them. They've destroyed the Coalition's Attack Fighter Academy on Sebek, leaving the Coalition only one pilot with the training and skill to defeat the Bions: you.

The Bion commando squad responsible for the surprise attack on Sebek has been traced to Morbos. Your goal is to wipe out every Bion you encounter and prevent any additional troop transports from leaving Morbos.

### Mission One

Your superiors have been kind to you on this first mission. When you land on Morbos, there are few, if any, Bion ships in the vicinity. Before you do anything else, transfer some of the energy from the Main Energy cell to your shields and weapons and arm your Valkyrie cannon. Until you acquire some Viper missiles, the cannon is your best weapon against Bion fighters.

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## *Enemy Ships and Defenses*



*Python fighter*



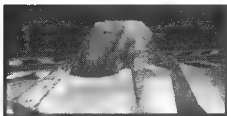
*Hawk 22 fighter*



*Spine 17 fighter*



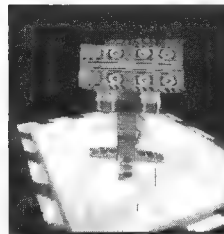
*Sentry guns*



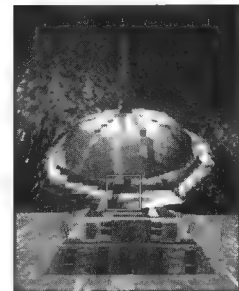
*Morbosian  
bio-drones*



*Morbot guard*



*SAM site*



*Radar dishes*



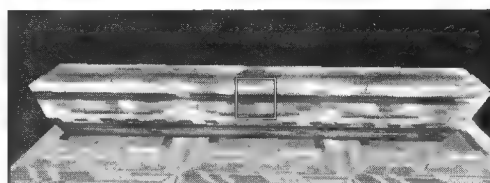
*Bion commando  
carriers*



*Bion commando transport*

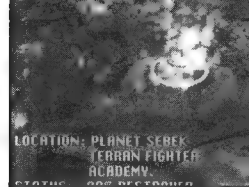


*Fusion Reactor*



*Bion equipment transport*

## CHAPTER FOUR: MORBOS



### Bion Fighters and Targets

Enemies and Weapons	Hit Points (Cannons/Lasers/Missiles)	Power-up / Probability
Python fighter	2/4/2	25% Energy / 10%
Hawk 22 fighter	2/4/2	25% Repair / 10%
Spine 17 fighter	2/4/2	Vipers / 10%
Sentry guns (ground and ceiling-mounted)	2/4/2	25% Energy / 15%
Morbosian bio-drones	3/6/3	RFL / 10%
Morbot guard	16/16/16	RFL / 10%
SAM site	6/4/8	Vipers / 20%

### Installations and Targets

Radar dishes	20/20/20	None
Bion commando carriers (grounded)	20/20/20	25% Repair / 10%
Bion commando transport	20/20/20	50% Energy / 10%
Bion equipment transport	15/15/15	25% Energy / 10%
Fusion Reactor	200/200/200	100% Energy / 5%

Because you're eager to get into battle, you'll be tempted to head immediately for the first objective. Resist the temptation. Instead, point the Hellbender in the opposite direction from the first objective and destroy the radar dishes. A Bion fighter will harass you after you take out the dishes, but you should be able to eliminate it with one or two bursts from your Valkyrie cannon.

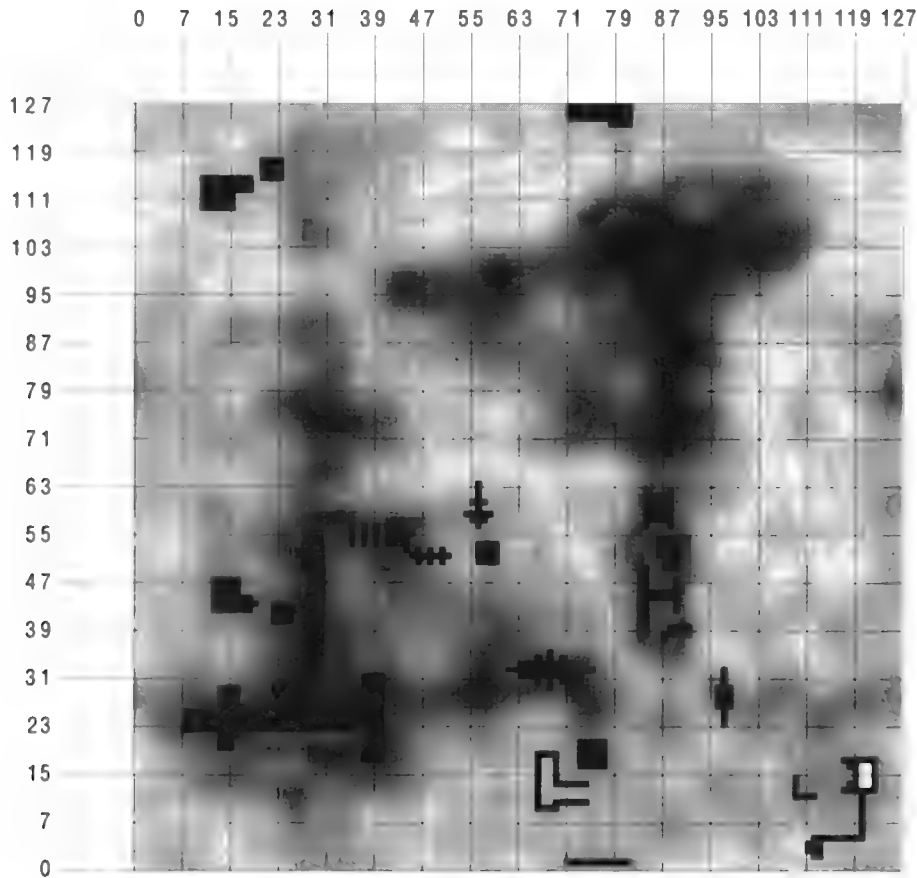
Your interim destination here is a Bion installation with a chamber entrance at 20,113; inside the chamber are several restores you need to begin hitting objectives. Approach the installation at about half-throttle. That way you can stop at a safe distance and take out at least one of the two sentry guns protecting the entrance to the chamber. A Morbosian bio-drone guards the area directly in front of the chamber entrance—destroy it with your



*Approach the chamber entrance at 20,113 from this angle to destroy the sentry guns. You must destroy them because they protect the entrance to the chamber, where you'll find the much needed power-ups.*

Microsoft

# HELLBENDER



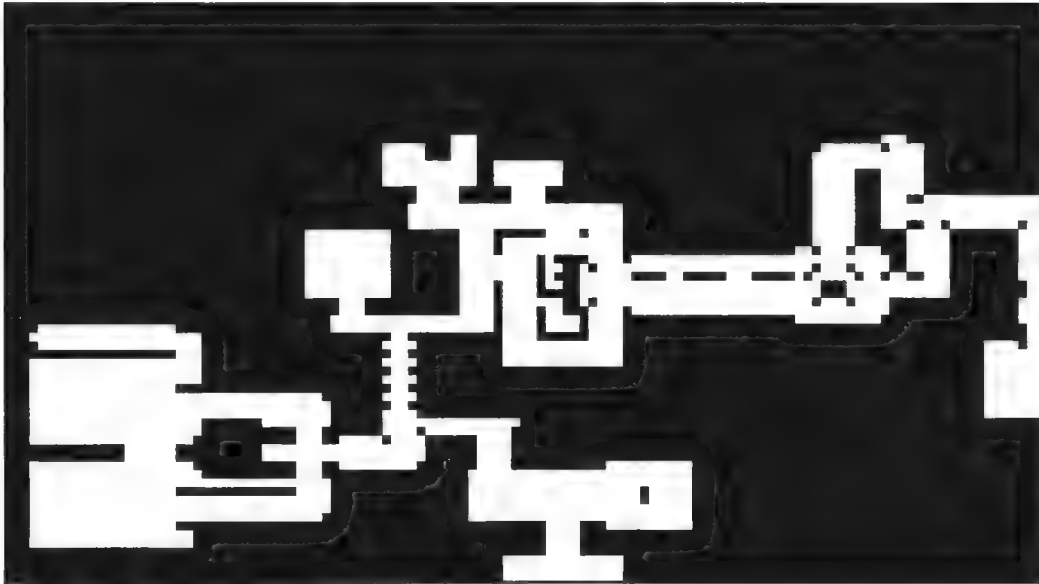
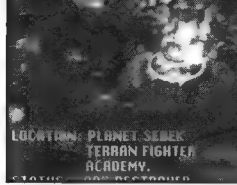
*Surface map of Morbos, Mission One.*

**Tip:** Remember to check your radar display frequently during ground-attack runs, to spot the arrival of Bion reinforcements.

cannon. A couple of Bion fighters will arrive as you destroy the sentry guns and the bio-drone. Be ready to deal with the fighters—they're much deadlier than bio-drones or stationary ground targets.

Fire the Valkyrie cannon or ServoKinetic laser (SKL) once at the Chamber Switch to open the door to the room containing the Weapons storage bunkers. Inside the room are two bio-drones, but if you enter with your Valkyrie cannon blazing, you should be able





*Map of underground complex, Morbos, Mission One.*

to take out the bio-drones without incurring any damage. Grab the Rapid-fire 500 laser (RFL), Dispersion cannon, and Energy restore, and drop a beacon to mark the Repair droid. You don't need it yet, but you probably will later.

Now turn around and head for the first objective. Don't bother hitting ground targets on the way; there'll be time for that later. Just stay above the clouds and be ready to arm your Dispersion cannon when E.V.E. tells you the objective has been spotted.

If you should choose to stay near the ground to spot any Weapons storage bunkers, you'll be harassed by Python and Hawk 22 fighters, but your best bet is not to engage in fighting them. The only advantage in stopping to fight is that the Bion fighters might leave behind a Repair droid or Energy restore after you flame them. When a Bion fighter is chasing you, decelerate completely and pull back on the throttle, causing the fighter to pass in front of the Hellbender's nose—and then fire your Valkyrie or SKL!

### ***First Objective: The Rebel Base***

Hit the first two targets the computer assigns you and then start looking for the Bion commando transports: they'll be lifting off at 87,57. After eliminating the

# HELLBENDER



*Stay above the cloud cover when traveling to the first objective, to avoid Bion fighters.*



*Position the Hellbender under a building, as close to the ceiling as possible. Bion fighters will eventually fly into your gunsights.*

**Tip:** Even when they're flying, transports show up as ground targets on your compass display.

transports with fire from your Dispersion cannon, switch to the Valkyrie cannon and hide the Hellbender under a building with its nose sticking out—the Bion fighters will eventually fly by and you can pick them off from relative safety. Whenever the Hellbender is hovering under shelter, keep your eyes peeled for ground-based enemies such as Morbot guards.

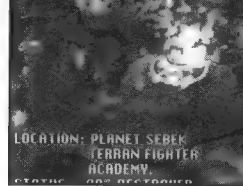
Another method for dealing with Bion fighters is to move the Hellbender against an outside wall of a building and then pull back on the throttle and position the ship so that the lowest part of the belly is flush with the edge of the building and the nose is pointing skyward. This protects the Hellbender from being attacked from at least one direction, and you can hover and pick off fighters as they dive toward you.

While you're at this first objective, you'll also encounter the deadliest threat on Morbos: Spine 17 fighters equipped with missiles. Fortunately, they'll be stationed on the ground when you arrive, giving you a chance to take them out before they can launch an attack.

Once you've eliminated the base's fighter cover, you have some optional ground targets, such as more radar dishes, that you can take out. The basic rule of thumb in these instances is not to bother destroying nonessential targets since you don't earn extra points for the trouble. (In fact, there is no scoring system in Hellbender.) You'll save energy or rockets,

both of which you'll need desperately later on.

Before you head to the next objective, however, enter the chamber whose doorway is located at 89,48—you'll need the power-ups to be found inside.



### ***Second Objective: Troop Transport***

Despite having a different description in the Navigation computer, the second objective is essentially a repeat of the first one. As with the first objective, some troop transports will be taking off when you arrive while others will still be on the ground. Firing your Dispersion cannon, attack the ones that have already launched, and then turn your attention to the ones on the ground.

You can expect to encounter some enemy fighter cover here, but you should be able to eliminate the bulk of it without suffering much damage.

### ***Third, Fourth, and Fifth Objectives: Checkpoints Alpha, Beta, and Gamma***

The building at Checkpoint Alpha contains two chambers. In the chamber on your right (if you entered at 8,24) is a bio-drone; in the chamber on your left is a bio-drone and two Weapons storage bunkers. Enter the chamber on your right and destroy the bio-drone with laser fire. Then open the door and be ready to fire—the door to the other chamber opens at the same time as yours. After destroying the bio-drone, open the door again, and use Turbo thrust to enter the opposite chamber.

Move through the building at half-throttle, ready to shoot bio-drones as they appear. Checkpoint Beta is in the same building as Checkpoint Alpha—you might even hit it without realizing that you have done so when you exit the building. Before



*The Spine 17 fighter carries powerful missiles that can put an end to your mission in a hurry. Destroy them before they launch, however, and they are defenseless.*



*You may be tempted to use Viper missiles to destroy troop transports that have already taken off, but you should conserve your supplies of that valuable missile whenever possible for use later in the game.*

**Tip:** *Allocate most of your power to your shields here, even if it means reducing the power to your lasers or cannon, because many enemies are stationary and can be destroyed easily, even if your Weapon energy is at its weakest strength.*

# HELLBENDER



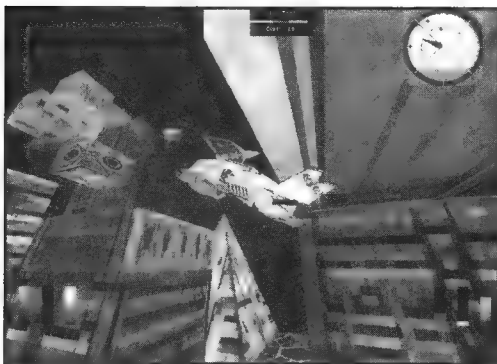
*Damage indicators let you know how strong a target is. When the indicator turns red, it means that you'll need only a couple more missiles to finish off the target.*

heading for Checkpoint Gamma, enter the Chamber at 18,43 to secure Energy restores, Sledgehammer missiles, a Repair droid, and Doomsday mines.

## ***Fifth Objective: Tunnel***

As soon as you reach checkpoint Gamma, your Objective display will switch to Tunnel. You'll meet some stiff resistance from Bion fighters on your way to the entrance, but there are plenty of beams you can hide under, jumping out to shoot a fighter and then moving back under cover again. To enter the tunnel, shoot the Chamber Switch, which is mounted high on the side of the building at 45,52, to cause the concrete slab at 44,54 to slide up and reveal the entrance.

This underground complex is guarded primarily by Morbot guards, Python fighters, and Spine 17 fighters. When you enter you'll hear the *whoosh* of these deadly projectiles. Move into one of the passageways to avoid being caught in the crossfire near the entrance, and then begin searching for the four fusion reactors housed here.



*Shoot the Chamber Switch to enter the Tunnel.*

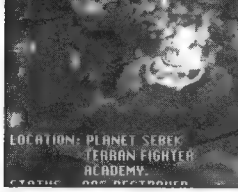
**Warning:** *Make sure you don't hover in a doorway! The Hellbender can be crushed if it hasn't cleared the entrance when the door closes.*

## ***Sixth, Seventh, and Eighth Objectives: Destroy Fusion Reactors***

Move slowly as you explore the underground complex, Bions are everywhere, and if you hurry, you risk encountering one unexpectedly. Be careful; some fighters will ram you rather than let you pass.

Look ahead and listen for enemies. If you hear missiles launching and see debris spewing into your path as you prepare to turn down a corridor, switch to Vipers and take out the fighter in the corridor before venturing into his line of fire. Be aware that many corridors have ceiling-mounted sentry guns, and while they aren't extremely powerful, they can still be a real headache. And you can often

## CHAPTER FOUR: MORBOS



spot Morbot guards by the indiscriminate laser fire they spit out. Shoot them from a distance, and you'll destroy them with no danger to yourself.

The only real threat inside each reactor room is a Spine 17 fighter. When you open a door that leads to a reactor room, the Spine will immediately fire a missile at you; the best approach is to fire a Viper missile as soon as the door opens. Because the Spine is the only flying enemy in the room, the Viper will automatically target it. Morbot guards and sentry guns pose only a minor threat, but you can take them out easily with cannon fire.

Once the Spine 17 inside a reactor room has been destroyed, move into the reactor room and use the Dispersion cannon to destroy the other defenders here. After they've been destroyed, switch to Sledgehammers and bring down the reactor.

You can save yourself a little time if you realize that the reactor rooms located at 103,39 and 103,26 are connected by a passageway—the first time we attempted this mission, we automatically left the first room the same way we entered and essentially took the scenic route to the other reactor. After you've destroyed all four reactors, you are free to head toward the exit. Before you leave, though, make sure you visit 106,48 to destroy a cache of transport containers the Bions have hidden there. To open the exit, shoot the Chamber Switch at 39,51.



*Morbot guards are lousy shots, and when they've been positioned in recesses, they have little mobility. Shoot from a distance, and then move in and look for a Weapons storage bunker—that's what they're guarding.*

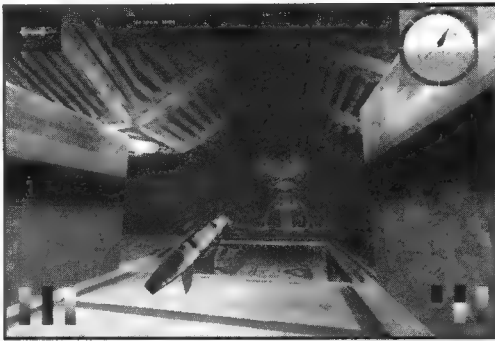
**Tip:** Switch to Vipers when you enter the underground complex, and you'll be able to target enemies around corners.

**Tip:** You should keep the Map display on screen at all times so you won't cover the same ground twice. This is a fairly large complex, and you don't want to wander aimlessly just because you forgot to take advantage of your ship's capabilities.

### Jump Zone

Use the coordinates for power-ups to locate any Weapon storage bunkers you might have overlooked on the surface. When you reach the Jump Zone, a few

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You can destroy a reactor without even entering the reactor room, but be forewarned that Spine 17 fighters can attack as you hover at the entrance.

Bion fighters will be waiting. Feel free to fight them if you wish, but remember that every shot uses precious energy you might need later on.

**Warning:** Don't try to enter the aperture at 122,33 that opens and closes; you'll be crushed before you realize it doesn't lead anywhere. You can, however, quickly zip into a similar opening at 14,53 to retrieve a 100 percent Repair droid.

## Coordinates for Power-ups for Morbos, Mission One

### Weapons

#### Dispersion Cannons

A: 79,126; 78,126; 57,50;  
57,53; 60,50; 60,53; 12,112; 12,111  
B: 116,21; 114,21; 111,42; 20,53;  
15,18; 14,17; 14,18

#### Doomsday Mines

A: 14,44

#### Hellions

B: 116,35

#### Independence Missiles

A: 14,46; 16,46  
B: 109,47; 109,48

#### Legion Missiles

B: 13,69; 17,69

#### Rapid-Fire Lasers

A: 90,53; 88,53; 13,110; 14,110  
B: 115,20; 21,18; 22,17;  
22,18; 27,53

### Weapons, continued

#### Scorchers

A: 75,126  
B: 3,71

#### Sledgehammer Missiles

A: 15,28; 16,28  
B: 116,22; 114,22; 20,17; 3,70;  
4,70; 9,72; 9,71; 16,17; 18,17

#### Super Weapon Piece 1

B: 19,60

#### Viper Missiles

A: 74,126

### Energy

#### Energy Restore 25%

A: 90,52; 88,52; 77,126; 14,45  
B: 116,20; 111,29; 111,36; 26,26;  
34,56; 43,71; 15,17; 17,68

### Energy, continued

#### Energy Restore 50%

A: 15,110  
B: 116,33; 4,71

#### Energy Restore 100%

B: 116,34

### Repair

#### Repair Droid 25%

A: 76,126; 12,110  
B: 114,20; 111,30; 111,35; 21,17;  
26,29; 33,53; 49,72; 13,68; 13,26

#### Repair Droid 50%

A: 89,53; 15,46  
B: 13,36

#### Repair Droid 100%

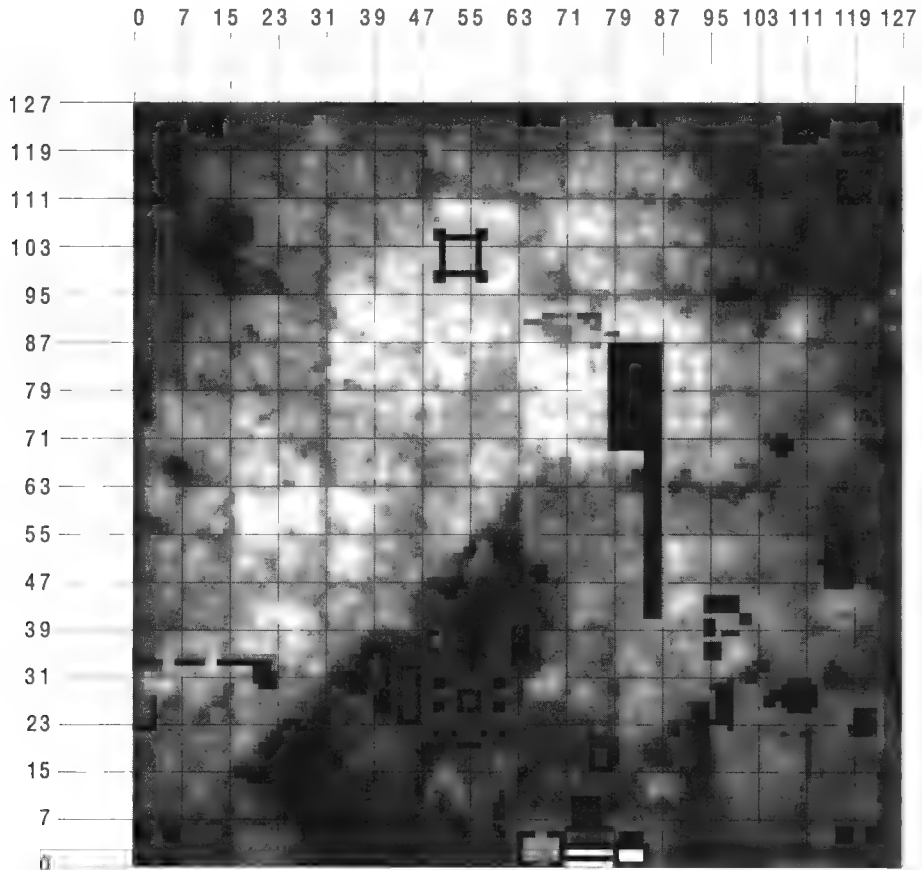
B: 18,49

A = Located on surface (may be inside chamber if planet has underground areas).  
B = Located underground (or inside a chamber if there are no underground areas).



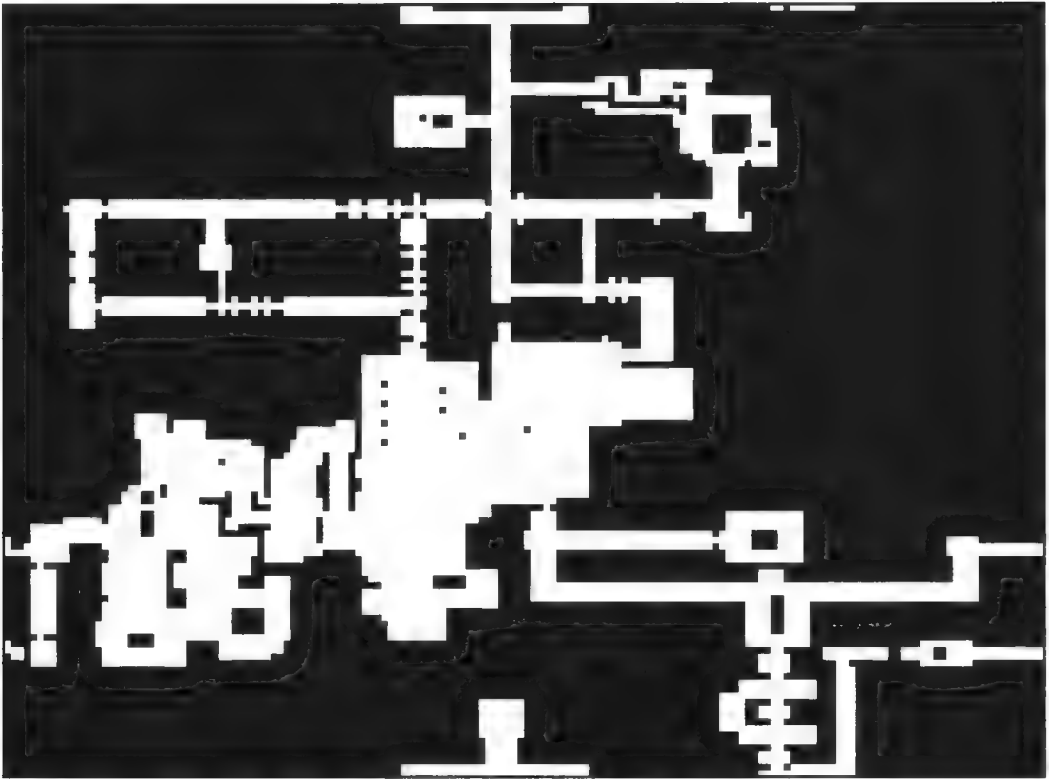
## Mission Two

As soon as you start this mission, you'll find out that there are many more Bion fighters to deal with than there were on the first mission. The message in the Navigation computer makes it sound as though you need to get to your first objective in a hurry, but don't believe it. The Bion commando transports won't lift off until you get there, so your first move should be to stock up on weapons and energy—and you'll find plenty of both inside the huge underground complex that is the focal point of this mission. There are several entrances to



Surface map of Morbos, Mission Two.

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*Map of underground complex, Morbos, Mission Two.*

the complex; the ones closest to your drop point are located at 117,50 (this one isn't marked on your Map display) and 121,24. We recommend the unmarked entrance. It's covered by a roof, which prevents Bion fighters from harassing you when you enter.

When you enter the underground complex, you'll see the sparkle of laser fire converging in the center of the chamber you're about to enter. It's coming from bio-drones—lots and lots of bio-drones. Because bio-drones can't aim their fire upward, you can clear out the area at your leisure by blasting them with Valkyrie cannon fire from above.

After destroying the bio-drones, you'll want to work your way to the sprawling main room of the complex. The easiest way is to go to the



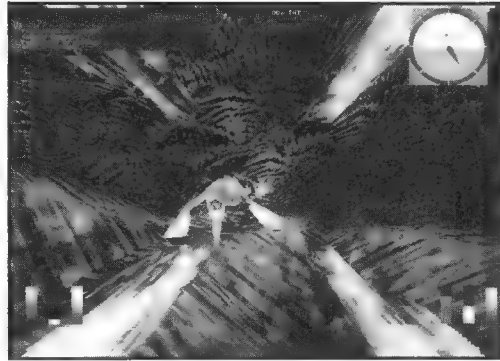


passageway whose entrance is at 119,45; when you exit it, turn left (north on the Map display) and keep going until you hit a wall, and then make a hairpin turn right to enter another passageway at 3,52. This takes you to the main room of the complex.

The first target you'll hit will be a fusion reactor at 42,60—it's located in a small room guarded only by ceiling-mounted sentry guns. Next go to the door located at 29,43: you're about to do some serious exploring. As you move down the hall, you'll see two left turns. The first takes you to an Exit, while the second has two possible paths. If you continue east once you reach 54,28, you'll eventually work your way to the Tunnel entrance at 121,24 and finally back to the area where you first entered the tunnel; if you go south, you'll work your way through an entire arm of the complex that takes you on a different path, but with the same results—you'll wind up passing the Tunnel entrance at 121,24 and finally making your way back to the unmarked Tunnel entrance.

Thoroughly explore both these routes, keeping the Map display up at all times so you won't lose your bearing. There are many Weapons storage bunkers to be found, so take your time and always be alert for the presence of Morbot guards, Spine 17s, Pythons, and bio-drones.

When you do return to the main room, enter the hallway whose door is at 13,69. (Be careful of the sliding columns that can crush your ship, and be ready for a Spine 17 fighter.) You'll come to an intersection at 13,91; take a right to head for another reactor. There will be various places you can turn left or right,



*Bio-drones will be waiting at every entrance to the underground complex, but their inability to fire upward makes them sitting ducks.*

**Warning:** *Don't waste energy using your headlights to spot bio-drones—they're not enough of a threat to justify the cost.*

**Tip:** *Save your game frequently during this spelunking expedition. There are many enemies lurking about the passages and guarding reactors; the more often you save your game, the less ground you'll have to cover should you meet an untimely demise.*

# → HELLBENDER

but keep going dead ahead until you reach a double-sliding door at 47,91 with a Chamber Switch on the right. Shoot the switch and enter on the right-hand side. (The left-hand door will slam shut as soon as it opens.) Turn left and go until you dead end, and another reactor room will be on your right. (Shoot the switch at 53,99 to open the doors to the reactor room.)

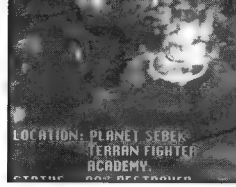
After you destroy the reactor, head north to the connecting room and wipe out the Troop containers at 54,108; only Morbot guards stand in your way. Exit the way you came in (use the left door instead of the right!), but don't turn when you get back to at 13,91—just keep going straight. There's a hard-to-spot entrance high on the left wall at 117,91—enter it to find eight Weapons storage bunkers. In this room, a door opposite the entrance you came through takes you out to a hallway that's patrolled by a couple of Spine 17 fighters, a Morbot, and a ceiling-mounted sentry gun; turn right and continue ahead here until you come to another door. Open it and turn left to find a Weapons storage bunker, and then turn around and head due north until you reach 100,91. Turn right, and you'll return to the intersection at 13,91; keep going east and turn left at 23,91 until you reach a dead end at 24,122. Turn left here—you're almost at the last underground objective.

Destroy the Morbot guards, and then shoot the Chamber Switch at 13,126 to open the door at 16,127. Turn left at 23,127 to enter the last reactor room. Beware the Spine 17 waiting for you inside, but after he's destroyed, only Morbot Guards stand between you and the destruction of the two reactors at 23,8.

All the targets that you just destroyed are actually parts of later objectives listed in your Navigation computer, but the game has been designed so that certain objectives aren't displayed by your Navigation computer until others have been completed. If you'd destroyed the first two objectives listed in the Navigation computer instead of entering the underground complex at the start of this mission, for instance, you would have then received the message to enter the tunnel, and after you went inside, you'd have been given the coordinates for the various fusion reactors. But if you'd used the Tab key to cycle through all the objectives in the Navigation computer at the very *start* of the mission, only two objectives would have appeared—this in spite of the fact that there are several objectives underground.

If you happened to miss any of the targets at the underground objectives—a troop container, for instance—the objective will show up on the Navigation computer after the third objective below (Enter Tunnel). The only reason we

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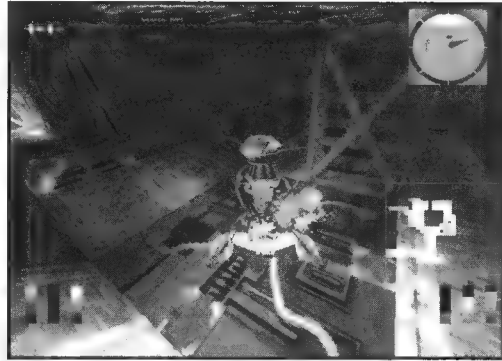


recommend not following the order suggested by the Navigation computer's list of objectives in this case is that there are so many power-ups in the underground complex that will prove useful in striking the commando transports. (In subsequent game play chapters, we do follow the Navigation computer's objectives in the order in which they appear.) So now that you're ready for action, head to the exit at 16,105 and get outside to stop those transports!

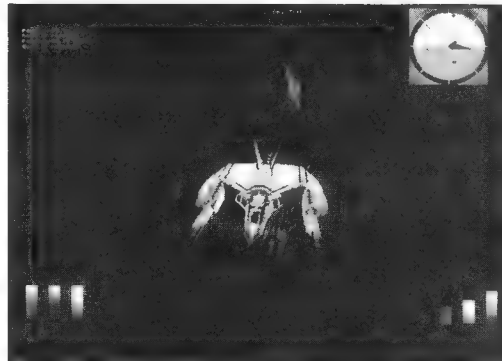
There will be a welcoming committee of fighters waiting when you exit. Use Vipers from inside the tunnel to clear the way: if you spent any time at all underground, you should have plenty to spare. They'll hound you all the way to the objective, so be prepared for some dogfighting before you get down to the real job at hand.

### ***First Objective: Commando Transports***

You might think the practice you gained on the first mission should make this objective a breeze, but the intense fighter cover turns what should be a routine ground attack into a minor nightmare. To minimize damage, move at full speed between targets, even if it means making two or three passes at each target. You'll be tempted to use Vipers on transports that have lifted off because this is a familiar tactic from earlier missions, but by now you should have Legion missiles in your stockpile. Use these for efficiency—it only takes one hit from the multiple-warhead Legion to destroy a transport.



*If you followed our instructions, these two reactors at 23,8 are the last objectives you'll hit before leaving the underground complex.*



*Use the Change Cockpit view command to switch to rear view (accessed by pressing the + key on the keyboard or with the hat switch that is located on some joysticks). By using this view you'll be able to target enemies behind you with Viper missiles. If you want to avoid having to switch views, you can drop a Doomsday mine for the trailing fighters.*

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*One approach to attacking a SAM site is to shelter the Hellbender behind a hill or building, switch to Scorcher missiles, and destroy the site from a distance. Inset: close-up of SAM site.*



*The large radar dish used at the Kelton7 CORE Shipping Center is one of the most lightly protected objectives on Morbos. A few blasts from your RFLs should make short work of this target.*

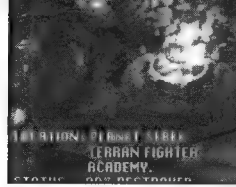
the same way you came in and go above ground to the coordinates your computer gives you.

## ***Second Objective: Commando Transports***

Two SAM sites at 23,124 and 25,126 are the biggest dangers here. When launched, their powerful missiles lock on and follow the Hellbender. When you hear beeps and see the message that an enemy missile lock has been established, you have two options: activate the Hellbender's Cloaking device to break the lock, or use Turbo thrust to duck through a building and force the enemy missile to slam into an obstacle. It's imperative that you eliminate these threats before doing anything else. You can either move in fast and take them out with powered-up Valkyries, SKLs, or RFLs, or sit behind hills and target them with Scorcher missiles. Whichever method you choose, make sure you save your game before you get too close to this objective; the chances are good that you'll fail the first time around.

## ***Third Objective: Enter Tunnel***

Even though you've already taken out most of the targets, your next objective will be to reenter the underground complex. As soon as you do, you'll get the Checkpoint message in the objective display. Once you hit the checkpoint, you'll be told to exit, but don't bother roaming around trying to find the exit on your Nav computer—just go out



## Fourth Objective: Kelton7 CORE Shipping Center

Aside from light fighter cover nipping at you, the attack on the Kelton7 CORE Shipping Center is little more than a practice run. After blowing up the large radar dish, you'll either be able to head to the Jump Zone or be told that the Kelton7 CORE Shipping Center has been destroyed—but a Target will still show up on the Objective display. If it's the latter, head back into the underground complex—you apparently missed at least one target during your earlier underground expedition.

## Coordinates for Power-ups for Morbos Mission Two

### Weapons

#### Dispersion Cannons

A: 83,79; 111,28; 11,122

B: 65,16; 115,84; 115,82; 18,33

#### Doomsday Mines

A: 85,84; 81,84

B: 47,101

#### Hellions

A: 81,81; 20,30

B: 115,81; 35,77; 52,9

#### Independence Missiles

A: 85,81; 116,7

B: 80,20; 49,112

#### Legion Missiles

A: 106,69; 84,83; 84,82; 82,83;

82,82; 79,0; 112,124; 24,30; 8,7

B: 118,85; 115,85; 45,27; 45,29

#### Rapid-Fire Lasers

A: 112,123

B: 115,83; 25,7; 7,63; 8,63

### Weapons, continued

#### Scorchers

B: 52,8; 95,17; 22,30

#### Sledgehammer Missiles

A: 111,124; 111,123; 24,31; 14,121

B: 101,81; 99,82; 43,61

#### Viper Missiles

A: 96,29; 84,78; 84,77; 82,78;

82,77; 79,1; 110,29

B: 24,62; 46,58; 46,59; 46,60;

46,61; 46,62; 49,113

### Repair

#### Repair Droid 25%

A: 86,1; 64,35; 119,112; 110,28;

109,72; 4,111

B: 100,72; 77,20; 27,69; 35,68;

44,61; 52,10; 17,33

#### Repair Droid 50%

A: 81,80; 113,123

B: 123,20; 118,82; 43,113; 13,103

### Repair, continued

#### Repair Droid 100%

B: 109,17; 57,104

### Energy

#### Energy Restore 25%

A: 106,72; 86,0; 64,39; 118,113;

111,29; 6,113

B: 77,16; 118,84; 118,83; 27,68

35,69; 46,101; 52,7; 57,98

#### Energy Restore 50%

A: 85,80; 113,124; 24,32

B: 95,19; 42,113; 6,42

#### Energy Restore 100%

B: 104,18; 54,90

### SAM sites

A: 23,124; 25,126

A = Located on surface (may be inside chamber if planet has underground areas).

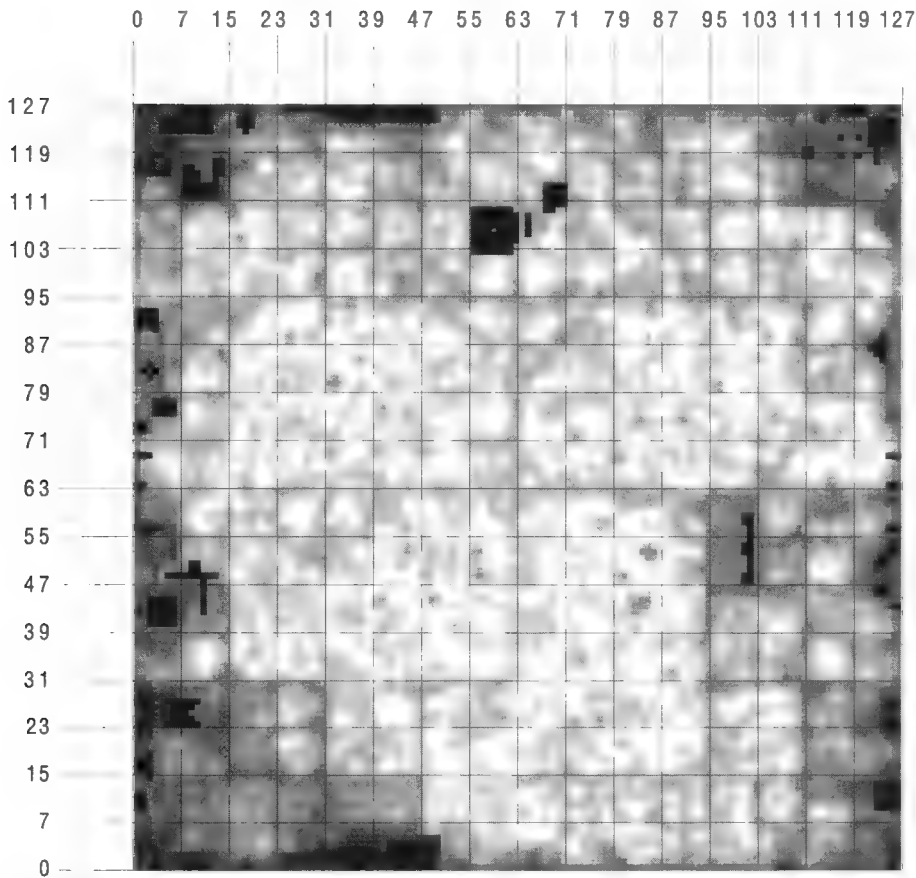
B = Located underground (or inside a chamber if there are no underground areas).

# HELLBENDER

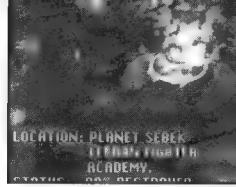
## ***Fifth Objective: Jump Point***

Now that you've hit all of the objectives, cruise over the planet surface in search of Weapons storage bunkers. You'll be free to look around all you want, unharassed save for an occasional fighter or two that will show up to spoil your fun. When you reach the Jump Zone, you'll find Bion transports lifting into the atmosphere. Finish them before leaving for your next mission.

## **Mission Three**



*Surface map of Morbos, Mission Three.*



### ***First Objective: Relay Station***

Even if you stockpiled plenty of weapons on the last mission, you should stock up again for Mission Three. Point your ship away from the first objective and travel to 43,12. You'll find nine weapons bunkers there containing Scorchers missiles (lots of them), a Dispersion cannon, a Repair droid, and an Energy restore.

After you've collected the goodies, zip over to the Bion installation at 45,0 to bring down the Bion troop transports preparing to leave Morbos. Don't waste Vipers on these lumbering targets—arm your Dispersion cannon and zoom up close for the kill.

This launch area has two levels, so don't forget to travel to the lower level and clean up any stationary transports or troop containers. You'll probably spot a tunnel entrance as you mop up, but don't enter it yet. Instead, head to the first objective.

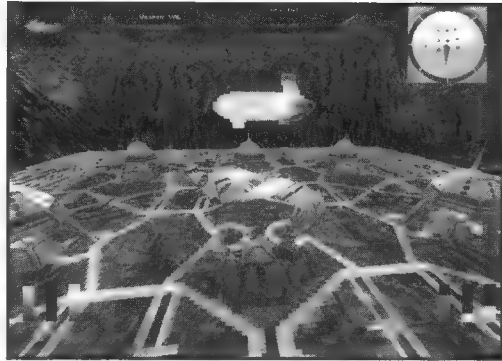
The biggest threat you'll face during the trip and at the relay station are Spine 17 fighters. Fortunately, they fire unguided Sledgehammer missiles, and if you're alert, you can dodge their first shot before turning to take them out with the Valkyrie cannon.

Destroying the relay station presents no challenge, as long as you remember to switch to the Dispersion cannon before making your ground-attack run. And don't overlook the room containing Weapons storage bunkers at 1,44!

### ***Second and Third Objectives:***

#### ***Checkpoint Alpha3 and Bion Commando Training Center***

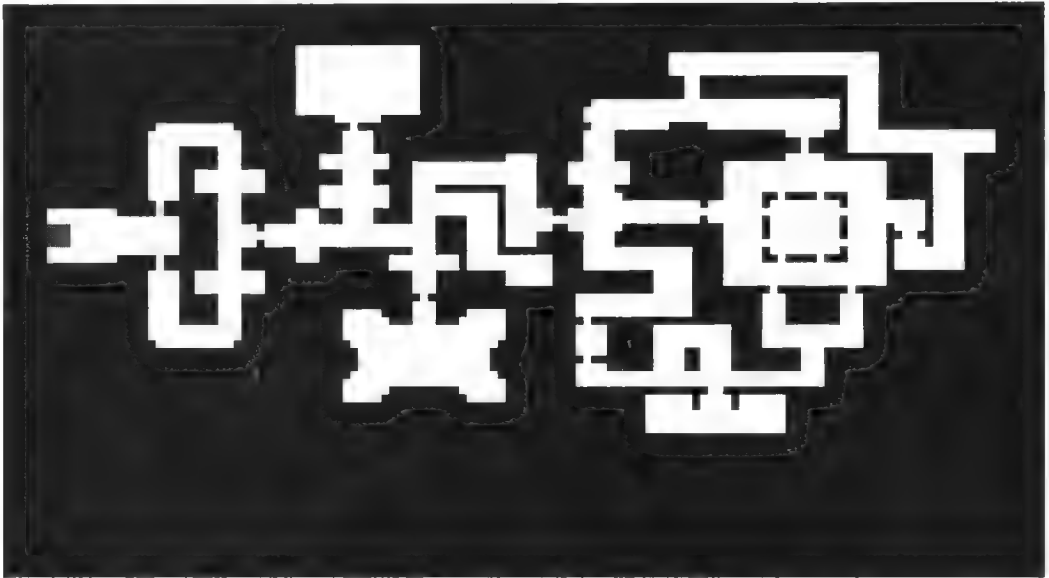
You'll be hounded by Bion fighters as you move toward the checkpoint, but if you release a few Doomsday mines, you'll drastically reduce the number of ships tailing you.



*Before attacking any objectives on the third mission, visit this location to bolster your weapons supply.*

**Warning:** *Don't waste Vipers on any of the fighters here on Morbos unless it's a real emergency. You have seven more planets to attack, and you'll need those Vipers a lot more later on in the game.*

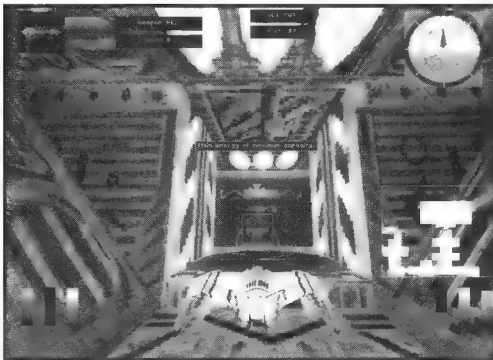
# HELLBENDER



*Underground map of Morbos, Mission Three.*

The Bion commando training center should pose no problem unless your hull or shields were weakened significantly when you attacked the first

objective. If your Main Energy cell has only a third or less of its capacity, fire a Hellion to restore it to maximum and then allocate power to your shields and lasers. To avoid Bion fighter attacks, take advantage of the cover provided by the numerous buildings here. Before you leave, be sure to grab the Energy restores found in the room at 3,124.



*An Independence or Hellion is a good weapon to fire into a reactor room before venturing inside.*

## ***Fourth Objective: Underground Base***

Your first target in the underground base is a fusion reactor. It's protected by Morbot guards and a ring of sentry guns, but the most dangerous enemy here is, once again, a Spine 17 fighter. Before entering the reactor room, allocate all of the energy from

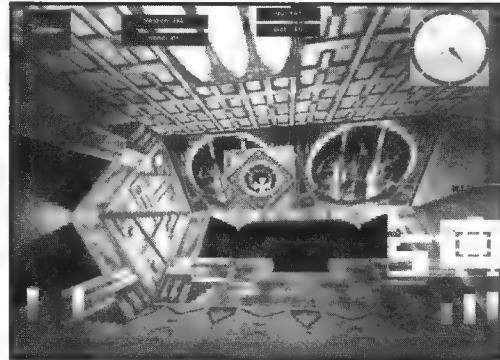


## CHAPTER FOUR: MORBOS



your Main Energy cell to your shields and weapons, and then open the door and fire a Hellion. This restores your main energy to full. Allocating energy to your shields and weapons ensures that you obtain the maximum benefit from the Hellion. With your shields at full strength, head into the room at close to full speed and start blasting defenders with Dispersion cannon fire; destroy the fighter first and then move on to the Morbots and sentry guns. Once you've destroyed them, you can reduce the reactor unopposed.

The next target is another reactor, also guarded by a deadly Spine 17 fighter. By the time you arrive here, you should have found enough Repair droids and Energy restores to bring the Hellbender up to peak defensive capacity, which means that you can charge in with Dispersion cannon blazing. Scour every inch of the reactor room; it's chock-full of Weapons storage bunkers.



*To open the door to the main reactor room, shoot this Chamber Switch.*

### ***Fifth and Sixth Objectives: Checkpoint and Bion Generators***

The checkpoint is in the same room as the Bion generators in section Delta 12. It's fairly dark here, so you might consider using headlights to spot the Spine 17 fighters guarding the area.

Be ready to fire at anything you see as you move through the chamber. Clean out all defenders in the outer room. To open the door to the inner Chamber, fire at the Chamber Switch marked by the green circles.

This is one of the easiest targets on Morbos: the reactor's only protectors are Morbot guards who can't shoot skyward. The battle will be over before you know it.

### ***Seventh Objective: Message Pod***

Your final objective on this mission is to retrieve a message pod. You don't know how it got to Morbos or what it contains, but you do know that the Council of Peace wants it badly.

You'll be greeted by the whoosh of missiles and the sound of SAMs locking on to your ship. The SAM sites are at 61,113 and 76,104. Before

# HELLBENDER



*The final set of reactors is guarded by Morbot guards, totally defenseless against your attack because they are unable to fire upward.*

proceeding, save your game, and then use the tactics described in Mission Two to take out these lethal enemies.

When you enter the chamber containing the message pod, veer to the right to find the Chamber Switch. Shoot the switch to open the door on the other side of the chamber, allowing you to enter and retrieve the message pod.

## ***Eighth Objective: Jump Zone***

As always, you should go on an expedition in search of any Weapons storage bunkers you may have missed during the mission, using the list of coordinates provided at the end of this section as a guide. You can use

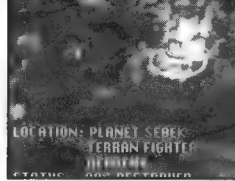
anything you find on Morbos for future missions, and with the Bion defenses reduced to a handful of fighters, you should be able to roam the planet's surface largely unopposed.

Here's what we had accumulated at the end of the Morbos missions by carefully exploring the underground areas, conserving missiles by using Dispersion cannon instead of missiles on ground targets, and by avoiding unnecessary ground targets.

- 1219 rounds of Dispersion Cannon
- 3100 rounds of Rapid-fire 500 Laser
- 357 Sledgehammer Missiles
- 38 Scorcher Missiles
- 162 Viper Missiles
- 90 Legion Missiles
- 8 Independence Missiles
- 5 Hellion Missiles
- 18 Doomsday Mines

Can you do better?

## CHAPTER FOUR: MORBOS



### Coordinates for Power-ups for Morbos Mission Three

#### Weapons

##### Dispersion Cannons

A: 42,13; 44,11; 5,42; 5,44; 8,117

B: 67,106; 65,10

##### Doomsday Mines

A: 47,127

B: 81,114; 67,116

##### Hellions

B: 62,126; 62,2

##### Independence Missiles

A: a11,0

B: 67,108; 09,104

##### Legion Missiles

A: 2,90; 4,77; 1,90

B: 98,103; 79,106

##### Rapid-Fire Lasers

A: 95,46; 95,61

B: 81,108; 69,5

#### Weapons, continued

##### Scorchers

A: 43,12; 42,12; 44,12; 43,13; 43,11

##### Sledgehammer Missiles

A: 4,42; 5,43

B: 86,123; 85,122; 81,106

##### Viper Missiles

A: 8,112

B: 86,122

#### Repair

##### Repair Droid 25%

A: 8,113; 8,0

B: 108,104; 79,116; 69,106; 110,

102; 56,121

##### Repair Droid 50%

A: 125,121; 42,11

B: 84,122

#### Repair, continued

##### Repair Droid 100%

B: 9,6

#### Energy

##### Energy Restore 25%

A: 44,2; 9,112; 9,0; 10,0

B: 52,7; 100,104; 98,104; 98,

102; 81,116; 69,116; 67,114

##### Energy Restore 50%

A: 119,127; 44,13

B: 84,123

##### Energy Restore 100%

B: 18,52

#### SAM Sites

A: 61,113; 76,104

*A = Located on surface (may be inside chamber if planet has underground areas).*

*B = Located underground (or inside a chamber if there are no underground areas).*



# Chapter Five

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## MISSION: SAVIOR EYRIE

The message pod you retrieved during your last mission on Morbos contained disturbing news. A Council of Peace spy named Rishi has discovered secret Bion laboratories, called nurseries, that are working around the clock to churn out a new breed of Bion warrior: the Furies. The Furies have invaded Eyrie, which is located on the wormhole nexus that was created when you destroyed planet Fury.

To make matters worse, this nexus is one of the most heavily used gateways for intergalactic transportation and trade—and the Furies are using it to send shock troops to dozens of Coalition planets almost instantaneously.

Caught by surprise, thousands of Coalition soldiers have been captured, with Eyrie taking the brunt of the attack. Your mission on Eyrie is two-fold. You must stop the Furies, who are preparing to enter the wormhole nexus to expand the Bions' intergalactic beachhead, and you must assist the Council of Peace's rescue teams by dropping beacons over the P.O.W. facilities where Coalition forces are being held captive.

You have more objectives on this mission than you can shake an RFL at, but if you stay calm and take your time, you'll smash the Furies before they can leave Eyrie. Just as importantly, you'll ensure the rescue of Coalition prisoners.

It will take a few attacks for you to become accustomed to the floating installations of Eyrie, but if you remember to keep the cloud cover above you, you should be able to maintain your orientation.

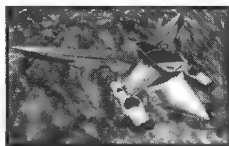
### Mission One

#### ***First Objective: Communications Relay Station***

The defenses at the first objective are sparse. They certainly aren't representative of the resistance you'll meet at the other objectives. This means

# HELLBENDER

## Enemy Ships and Defenses



Anvil fighter



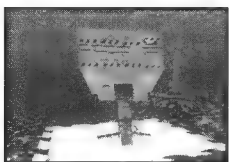
Hammer fighter



Scorpion mine layer



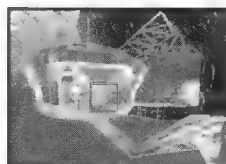
Ground guns



SAM site



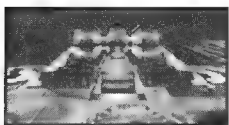
Watch Tower



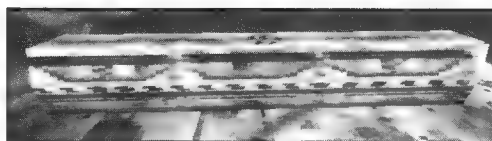
Communication relay station



Speculeen transport



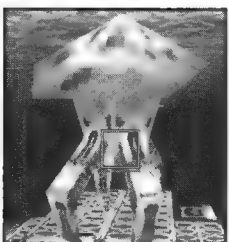
Generator



Fuel container



Communications outpost



Tactical operations center



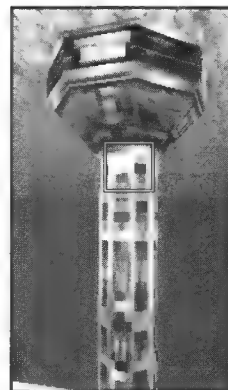
Bion control center



Radar dish



Frigate and container



Communications tower



### Bion Fighters and Targets

Enemies and Weapons	Hit Points (Cannons/Lasers/Missiles)	Power-up / Probability
Anvil fighter	6/6/6	25% Energy / 15%
Hammer fighter	3/3/3	25% Energy / 15%
Scorpion mine layer	5/5/5	25% Repair / 15%
Ground guns	3/3/3	25% Energy / 10%
SAM site	6/4/8	Viper / 20%
Watch Tower	16/16/16	RFL / 20%

### Installations and Targets

Communication relay station	12/12/12	None
Speculeen transport	50/50/50 or 7/7/7	None
Generator	20/invulnerable/20	50% Energy / 20%
Fuel container	4/4/4	Vipers / 10%
Communications outpost	14/14/14	None
Tactical operations center	16/16/16	None
Bion control center	20/20/20	None
Radar dish	8/8/8	None
Frigate and container	6/6/6	Vipers / 10%
Communications tower	16/16/16	None

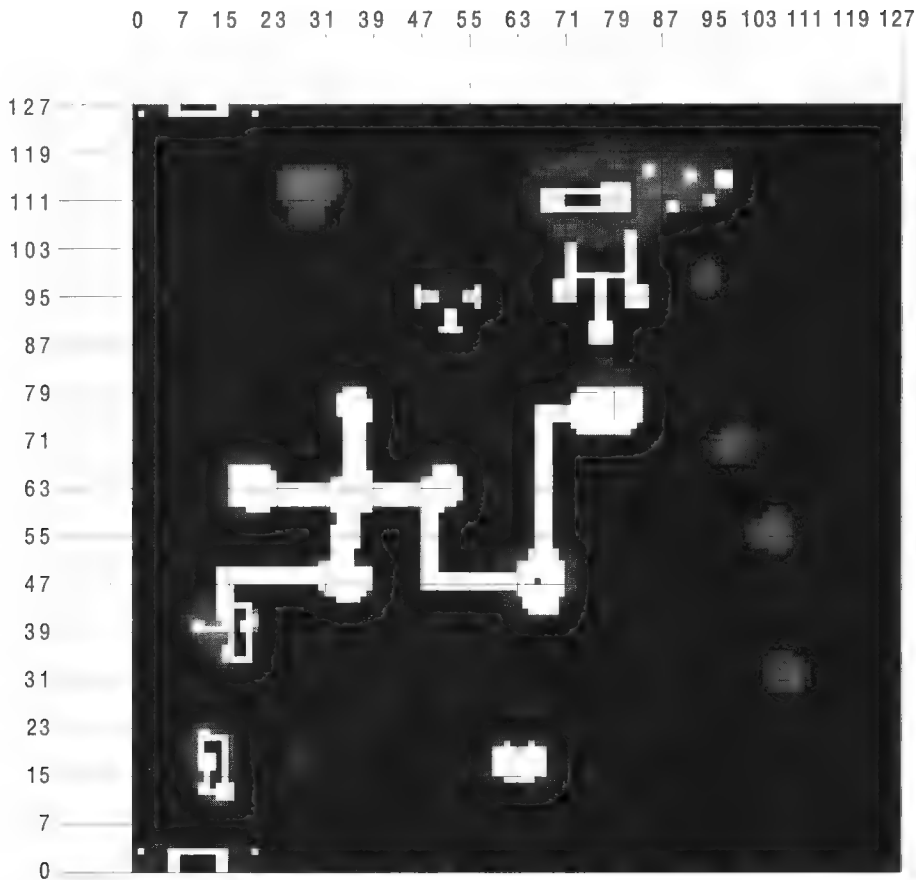
you need to make sure your hull is completely undamaged before you begin hitting the more heavily defended objectives. As soon as the mission begins, point your ship in the opposite direction from the first Objective listed in the Navigation computer and travel to the floating base at 57,18. The base has two levels, so be sure to explore both areas. Stock up on Independence missiles, Vipers, Legion missiles, and two 50 percent Repair droids. Leave a Beacon if you don't need the Repair droids!

Now you're ready to begin your mission of liberation. The communications



*Vipers are best suited for air-to-air attacks, but if they aren't locked on to a target, they travel in a straight line—perfect for reducing the more resilient ground targets on Eyrie.*

# HELLBENDER



*Surface map of Eyrie, Mission One.*

relay station is very lightly guarded, so once you've annihilated its defenses (I recommend Dispersion cannon for that task), switch to Valkyrie cannon and go to work. A few fighters might harass you as you destroy the base, but their bark is worse than their bite—sometimes they'll simply swoop around you without scoring a single hit!

Your Objective display might indicate that you've destroyed all the targets, but explore each installation thoroughly for Weapons storage bunkers before moving to the next Objective. Beware of the ground guns that are the hallmark of the Eyrie defense system—their fire might look ineffectual, but it packs a real wallop!





### **Second Objective: Troop Transports**

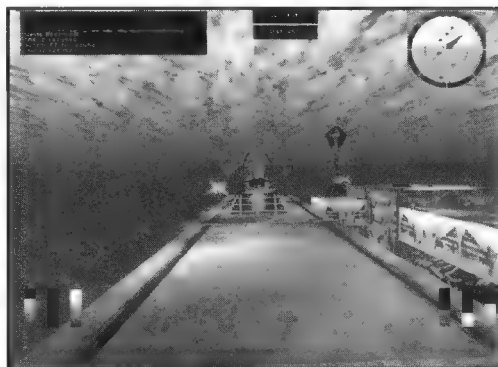
Before heading to the next objective, hop over to the base located at 11,2; eight Weapons storage bunkers will yield valuable Repair droids and a bounty of Scorch missiles.

Arm your Viper missiles, then move on to the Objective. When you reach a point within 80 distance units of the Objective, you'll notice on the compass display that you aren't getting any closer to the individual targets. That's because the transports are moving away from you in a desperate attempt to escape—and these transports are much faster and more maneuverable than the ones you encountered on Morbos.

As soon as you see that you aren't gaining ground on the targets, hit Turbo thrust until you close to within 30 to 40 distance units, and then start firing Viper missiles. Whatever you do, move quickly! If these transports clear the atmosphere, the Bion invasion can't be stopped. Don't worry about firing too many missiles to take one down—if you fail, the game is over.

### **Third Objective: Checkpoint Delta 1**

Ground guns will greet you at the checkpoint. Eliminate them with laser fire or Valkyrie or Dispersion cannon, and then destroy the troop containers lying around the area. While you're there, you should go ahead and destroy the communication relay stations located at the edge of the base.



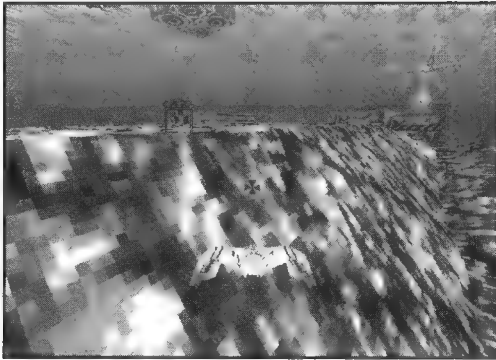
*Ground guns can chip away at your Shields and Hull in a hurry!*



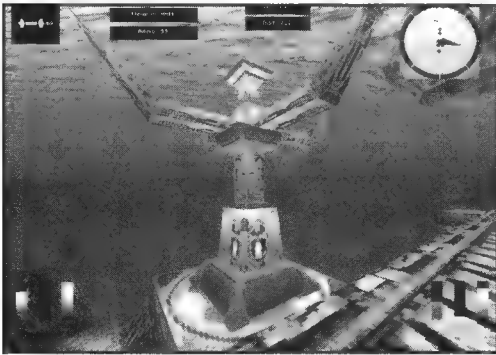
*These transports are much more resistant to Vipers than the ones you encountered on Morbos.*

**Tip:** *Don't waste a Viper on a fighter that's already out of commission just because it's still in the air! It only takes a single Viper to take one of these fighters out. They just don't always explode when destroyed.*

# HELLBENDER



*You can protect the Hellbender from the ground guns at Checkpoint Delta 1 by approaching low to the ground. Use the sloping sides of the base for cover.*



*These laser-firing antiaircraft batteries pose little or no threat. Destroy them at your discretion.*

**Tip:** Refer to the Coordinates for Power-ups chart at the end of this section to find out the exact coordinates of all SAM sites on this and every level.

## ***Fourth Objective: Tactical Operations Center***

Your best approach is to come in low until the Hellbender's nose is almost touching the vertical side of the floating installation, and then pull back on the stick and slowly move upward. When you see Bion fighters, target them with Vipers and fire, and continue to do so until nearly all of the base's fighter cover has been destroyed.

The entrance to the Tactical Operations Center at 23,63 is at the very top of the floating installation. Arm the Hellbender's Sledgehammer missiles before you enter, and then move rapidly into the chamber and take out the ground guns. That will leave the Tac Ops Center itself defenseless. You can now move around the base in search of Weapons storage bunkers before moving on to the next objective. Be alert for any Bion guards. Luckily, the only real threats are ground guns and a very wicked Bion fighter.

## ***Fifth and Sixth Objectives: Checkpoint Gamma 2 and Bion Shock Troop Stronghold***

Checkpoint Gamma 2 is located inside the same complex as the Tactical Operations Center; if you don't keep an eye on the Objective display, you'll probably hit the checkpoint unawares as you explore.

When your Objective display switches to Target, don't head for it. Instead travel to 64,48 inside the base. In front of you will be a Chamber Switch (the emblem on this

## CHAPTER FIVE: EYRIE

door looks like a big tuning fork) with a hallway leading to rooms on the left and right. Enter the one on the right, and you'll see that the two rooms are linked by a passageway that runs around behind the wall you're facing.

Use the Dispersion cannon to pound every piece of equipment to space dust in both rooms (be on the lookout for a stray Bion fighter!), and then return to the Chamber Switch and open the door with laser fire and move inside. Once there, you'll find that you're in the very heart of this floating installation—you're right in the middle of a tube that extends to the top and bottom of the base.

Fighters will immediately start firing from the opening at the top, so dive down and wipe out all the Bion equipment, then exit through the bottom of the tube and head for the shock troop stronghold. If you don't need the 100 percent Repair droid found here, be sure to leave a Beacon: the going won't be any easier from here on out.

The shock troop stronghold is guarded by Dispersion cannons and SAM sites, so approach it with caution. Luckily, the transports hauling the troops are just like the ones on Morbos—very soft targets that can be flamed quickly with laser fire.

The bad news is that SAM sites can easily end an otherwise successful ground-attack run; if you hear a SAM locking on, activate the Cloaking device or hit Turbo thrust and try to hide behind a building or a hill. You should be very wary of these SAM sites, and don't stray in front of the ground guns!

Aside from the SAMS, this is a fairly easy objective, with most heavy ground targets (such as the communication relay stations) coming down after only two blasts from your Dispersion cannon.

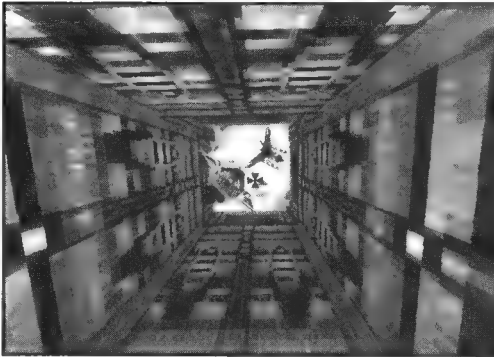


*The lightly guarded Tactical Operations Center on Eyrie.*

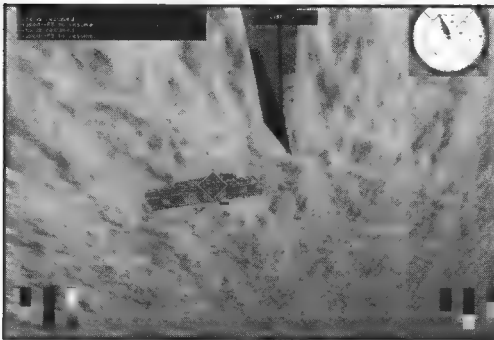


*This deadly Bion fighter will pound you with devastating laser fire—and if that's not enough, he'll ram you!*

# HELLBENDER



*Don't try to tangle with the Bions pouring down this tube. Instead, move quickly into the chamber below.*



*These transports can be taken out easily with two Viper missiles or, if you prefer, laser fire.*

**Tip:** *If you're worried about SAM sites, you can always approach with your Cloaking device turned on—but bear in mind the fact that it rapidly drains your Main Energy cell.*

## ***Seventh Objective: Prison***

You can spend a long time trying to get into the prison—but the truth is you don't need to! Just move your ship within one or two distance units of the objective, and then drop a Beacon.

Several SAM sites ring the prison, and you should definitely take the time to destroy them now.

## ***Eighth Objective:***

### ***Bion Commando Training Center***

The chances are good that you've already hit many of the targets here while moving to earlier objectives. Even if you haven't, there's nothing out of the ordinary about this Objective. If you've made it this far, there's no reason this area should present any problems.

## ***Ninth Objective:***

### ***Eyrie Command Center***

Another routine objective. If you're running low on Sledgehammers, switch to the Dispersion cannon to bring down targets in the shortest time possible.

In fact, there are so few Bion defenders here that you can even use one of your lasers at its weakest power; there's no rush at all.

## ***Tenth Objective:***

### ***Tactical Operations Center***

If you went up instead of down in the tube in the Fifth and Sixth Objectives at the

Tactical Operations Center, you probably already brought down these huge towers. While you're here, go to 66,48 to enter the tube and grab the 100



percent Repair droid you most likely left behind after Checkpoint Gamma 2 and the Bion shock troop stronghold.

### ***Eleventh Objective: Communications Outpost***

The Chamber Switch is on the roof of the communications outpost at 72,76. (It's a green circle.) When you enter, you'll come under heavy fire from ground guns; stay close to the ceiling of the chamber to minimize the number of hits you take. Take care of the ground guns before shutting down the communications hardware—permanently.

### ***Twelfth Objective: Troop Transports***

Remember: these are the more speedy, agile transports, so by now you should know to use Turbo thrust to close and Vipers to kill. Pour on the Vipers when you get within 30 to 40 distance units of one you've targeted.

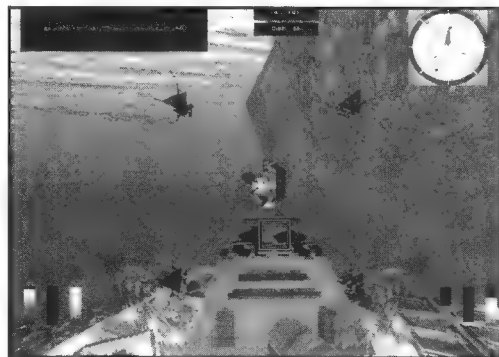
### ***Thirteenth Objective: Prison***

The high-pitched whine of SAMS locking on will greet you as you approach the prison if you didn't destroy them earlier, but using Turbo thrust to duck around corners should keep you safe until you can locate and target them with Scorchers or Legion missiles.

As in your last visit to a Bion prison, leave the Beacon within two distance units of the objective (not inside the prison itself).



*The Bion shock troop stronghold, your sixth computer-plotted objective on the first Mission on Eyrie.*



*If you're running low on the all-purpose Sledgehammers, switch to Legion missiles to reduce the Eyrie Command Center to rubble.*

**Tip:** The SAMs guarding the prison are located at 57,89; 71,91; 72,107; and 55,108.

# HELLBENDER

**Tip:** The left-hand room on the wings of the tube you entered earlier has a passageway that leads to the communications outpost room—which means that you can take this objective out much earlier in the game.



The communications outpost is ringed with Dispersion cannon.



These troop transports are surprisingly agile.

## **Fourteenth Objective: Interplanetary Communication Network**

The ICN looks strikingly similar to other bases, but you'll find the Bions have allocated a very large detachment of fighters to guard this base. Use Legions to take out each piece of communications equipment rapidly so that you don't waste time moving between targets—you'll be eaten alive by the fighter cover if you spend too much time here.

## **Fifteenth Objective: Jump Zone**

It's a rule you should always keep in mind, so it bears repeating: before entering a Jump Zone, use the Coordinates for Power-ups chart, provided to locate any Weapons storage bunkers you haven't already opened.

**Tip:** Because Legions are multiple-warhead missiles, firing one at the target from the right distance will cause some of the warheads to lock on to the next target and take it out.



## Coordinates for Power-ups for Eyrie, Mission One

<b>Weapons</b>	<b>Weapons, continued</b>	<b>Repair</b>
<b>Dispersion Cannons</b>	<b>Rapid-Fire Lasers</b>	<b>Repair Droid 50%</b>
A: 8,0; 8,1	A: 15,18	A: 69,47; 35,46; 59,19; 59,17; 16,62; 11,1
<b>Doomsday Mines</b>	B: 81,38	B: 77,28
A: 50,96	<b>Scorchers</b>	<b>Repair Droid 100%</b>
<b>Independence Missiles</b>	A: 37,48; 11,0	B: 67,49; 32,100
A: 68,19; 19,44	B: 69,47; 65,46	
<b>Legion Missiles</b>	<b>Sledgehammer Missiles</b>	<b>SAM Sites</b>
A: 64,21; 35,79; 7,1; 7,0	A: 64,14; 13,17; 12,1; 12,0	B: 87,23; 109,28; 109,50; 92,50; 72,107; 55,108; 57,89; 71,91
B: 68,23; 35,68	<b>Viper Missiles</b>	
	A: 58,19; 63,15	
	B: 65,50; 34,65	

A = Located on surface (may be inside chamber if planet has underground areas).

B = Located underground (or inside a chamber if there are no underground areas).

## Mission Two

### First Objective: Communications Outpost

A Bion fighter will immediately attack as you begin this mission. The only way to escape the punishment is to have the Turbo thrust button pressed before you even touch down.

Finding the entrance to the outpost is tricky; it's at 23,34—near the underside of the floating installation. Don't dawdle before moving into the outpost after you open the door—you might get crushed when it closes!

Judging from the sparse defenses (a couple of ground guns), this really is an outpost! And while you may not appreciate the lack of challenge in taking out these targets, the 100 percent and 50 percent Energy Restores will make



To reach the first objective on the second mission on Eyrie, head to 23,34 near the underside of the floating installation.

# HELLBENDER



*The fighter cover for the nexus monitoring Station is thick and deadly.*

**Warning:** Don't fly through exploding Weapons storage bunkers! If you do, you may accidentally grab something as valuable as a 100 percent Energy Restore before you've allocated any remaining energy in the Main Energy cell to your weapons and shields—and that robs you of the full value of this potent power-up.

you glad you came here first. Don't forget to enter the opening in the ceiling near the rear of the outpost room to find more Weapons storage bunkers.

## ***Second Objective: Nexus Monitoring Station***

The fighter cover here is extremely heavy, and trying to use only lasers to tangle with the screaming horde is suicidal. Make sure you have plenty of Vipers and Legions before approaching the objective. This entrance is tough to find. Go to 23,57 and point the Hellbender skyward—you should spot the tiny opening in the jagged rock. Once you're safely inside, you'll find it as lightly defended as the Outpost was.

## ***Third Objective: Troop Transports***

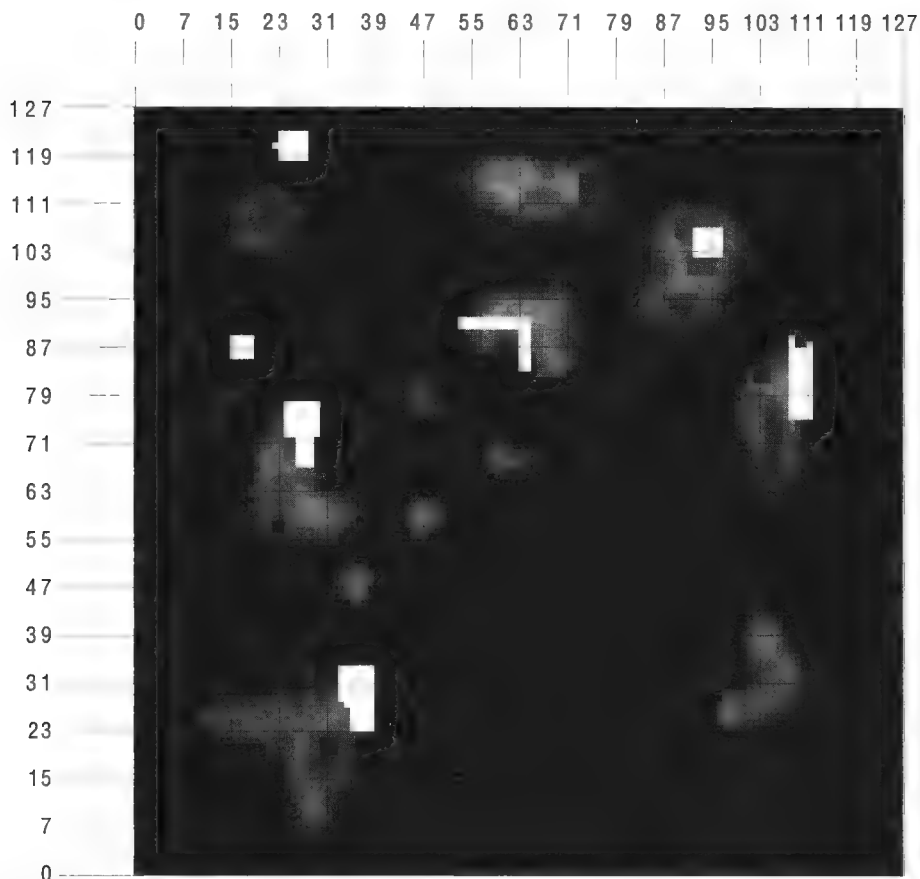
Yes, it's those nimble and speedy transports again. Use Turbo Thrust to catch up with them. You're probably running low on Viper missiles, so it might be a good idea to switch to Legion missiles: it takes fewer hits from Legions to bring down a transport, and that cuts down on the time you spend chasing them.

## ***Fourth Objective: Communications Outpost, Kappa 226***

As you travel to the communications outpost, start hitting targets of opportunity—in other words, any piece of Bion equipment or weaponry in your path—especially if they're unguarded like the communications tower at 46,80. This will save you time later in the mission. If you put it off, there may be Bion fighters in the area when you return.

The outpost is nearly deserted, so you can strike each target at your leisure. Try Dispersion cannons on the structures. They don't use much energy, and their sparkling fire is lovely to behold.





Surface map for Eyrie, Mission Two.

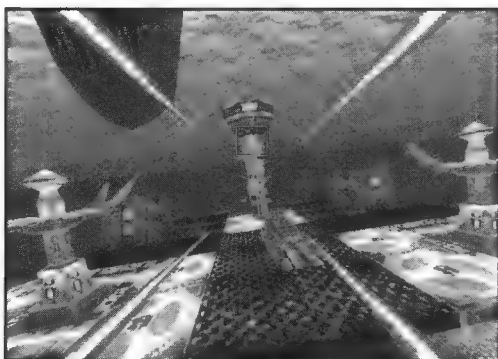
## ***Fifth, Sixth, and Seventh Objectives: Bion Ground Transport Base, Communications Relay Station, and Tactical Operations Center***

Like the outpost, all of these objectives are very lightly guarded. You'll encounter only two or three ground guns at each objective.

To destroy the outposts with no danger to the Hellbender, stay above them as you fire (they have a limited targeting elevation); once they're gone, the rest is a piece of cake.

# HELLBENDER

**Tip:** *On this mission, nearly all enemy fighters are guarding floating installations. If you stay near the ground as you travel to objectives, you'll avoid being chased by fighters.*



*At lightly guarded bases, use Valkyrie or Dispersion cannon to bring down each building. Sticking to your lasers allows you to save your Vipers and other missiles for dogfights.*

As mentioned earlier, you should switch to laser fire to bring down various ground targets, conserving missiles for future missions. It takes longer, but the lack of Bion defenses gives you all the time in the world.

## ***Eighth Objective: Control Center***

The control center is yet another unguarded target, so don't bother switching to missiles to take care of the job at hand. There's an area underneath the base (not underground) housing Bion guards, so be sure to destroy them before moving on to the Kappa 12 relay station.

## ***Ninth Objective: Kappa 12 Relay Station***

As you head for the Kappa 12 relay station, you might come across these troop transports hovering near 65,29. A quick glance at your compass display will reveal heavy Bion fighter cover, but they're all in

the upper atmosphere—their fire won't reach you here.

You can knock out these transports with SKL, Valkyrie, or RFL fire since they have few defenses, and continue to save your missiles.

The relay station is on one of the floating installations, and as you draw near, your compass display will fill with the red blips indicating Bion fighters. Use the tactic mentioned earlier in which you point the Hellbender skyward with its bottom flush against the vertical side of the installation, protecting you from attack from that direction. Start firing Vipers. If you remember to hit V after each launch (to target a different fighter), you should clear the skies in short order.

A variation on this ploy can help you remove each ground target with little or no danger to yourself. With the Hellbender's belly still flush against the craggy rock wall, slowly move up the side of the installation until you can start targeting ground targets, and then load Scorchers missiles. Make sure the nose is



pointed far enough away from the rock wall for the missile to clear, and then start banging away at ground targets that can't even see you. Take your time. Don't fire more than one Scorchers per target unless it is absolutely necessary.

After everything has been destroyed, move up the side of the installation and venture into the area under the base—two troop containers are there, and you should eliminate them.

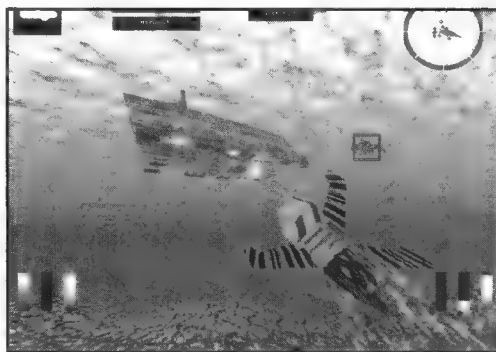
### **Tenth Objective:** **Tactical Operations Training Center**

There are two sets of targets here, one high on a floating installation and another down on the ground. Obliterate the latter, and then move upward to assault the floating installation. You'll find a few Bion fighters. After your Vipers have removed them from the picture, you'll have free to pick off Bion equipment.

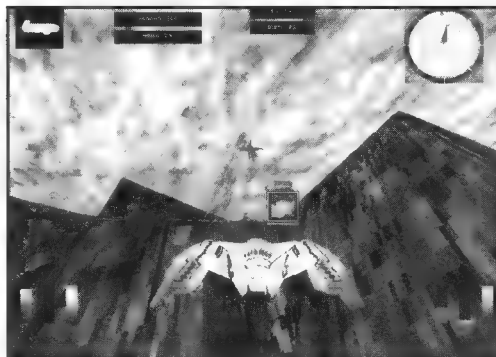
In addition to the usual assortment of ground targets, you'll also see more of the hovering troop transports—sitting ducks for whatever you choose to use against them.

### **Eleventh Objective:** **Tactical Operations Training Center**

Aside from light fighter cover and a few ground guns, this objective is little more than a milk run. Once the fighters have been flamed, switch to lasers and obliterate the Dispersion cannon—and the rest, as they say, will be history.



*If you see these transports as you head for Kappa 12's relay station, make a quick detour and blast them from Eyrie's green skies.*



*Remove ground targets at the Kappa 12 relay station by firing Scorchers while you're parked against the side of the floating installation.*

# HELLBENDER

## ***Twelfth Objective: Jump Zone***

As you move through the mission area on your way to the Jump Zone, you'll undoubtedly find Bion communications equipment and even troop containers that the Council of Peace was unaware of when they programmed your coordinates. Destroying them will make you feel good, but don't forget that you may be using ammunition and energy you'll need later on.

## ***Coordinates for Power-ups for Eyrie, Mission Two***

<b><i>Weapons</i></b>	<b><i>Repair</i></b>	<b><i>Energy</i></b>
<b>Hellions</b>	<b>Repair Droid 25%</b>	<b>Energy Restore 50%</b>
A: 127,45	A: 106,65; 33,16	A: 106,67; 89,93
<b>Legion Missiles</b>	B: 58,3	B: 28,22
A: 126,45; 91,92; 89,92	<b>Repair Droid 50%</b>	<b>Energy Restore 100%</b>
B: 57,3	A: 127,48; 91,93	A: 90,92
<b>Rapid-Fire Lasers</b>	<b>Repair Droid 100%</b>	B: 31,25; 61,83
A: 13,76; 13,75	A: 126,48	
<b>Sledgehammer Missiles</b>		
A: 89,91; 91,91		
<b>Super Weapon Piece 2</b>		
B: 60,83		
<b>Viper Missiles</b>		
A: 33,14; 33,15; 12,76; 12,75		

*A = Located on surface (may be inside chamber if planet has underground areas).*

*B = Located underground (or inside a chamber if there are no underground areas).*

# Chapter Six

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## MISSION: PROTECTOR

### IOWAH

The Beacons you dropped on Eyrie saved many Coalition troops, but perhaps more important is the information they brought back with them: the discovery of a Bion secret weapon called Shiva.

It seems that Shiva's development is being spearheaded by a Bion named Fx4. Thankfully, the Coalition spy Rishi managed to get close enough to Fx4 to videotape secret conversations—conversations that reveal that the Bions not only know about your presence, but also are putting a premium on stopping you. As if you didn't have enough to worry about, Fx4 has assigned a Bion pilot named Nyx to seek you out and destroy you. These complications come with the territory, Councilor...

After transmitting the videotape, Rishi was discovered by the Bions. He's fled to a planet called Iowah, a world covered with oceans and islands rising into the upper atmosphere—but it's also home to a maze of subterranean tunnels that link those islands together. Your main mission on Iowah: find Rishi and escort him to safety before Nyx or any other Bion pilot can find him. He has crucial information regarding the nurseries where the Bions are manufacturing the Furies. If Rishi can escape, you might be able to stop the Bion invasion before it reaches its full force.

## Mission One

### ***First Objective: Landing Port***

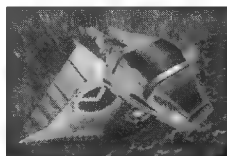
Before starting Mission One, you should know that your Dispersion cannon—the one that proved so valuable against ground targets on Morbos and Eyrie—will not be as useful during your missions on Iowah. It can be used against observation towers, atmospheric processors, troop transports, and Weapons storage bunkers, but it's useless against hydrodynamic generators (ionic turbines) and, most crucially, generator guns.

# HELLBENDER

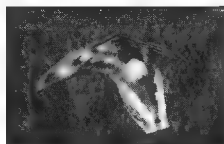
## *Bion Enemies and Weapons*



*Hawk 22 fighter*



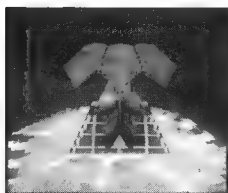
*Stingray fighter*



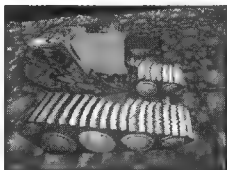
*Camillian fighter*



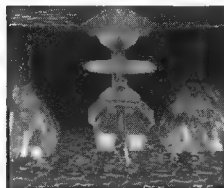
*Manta fighter*



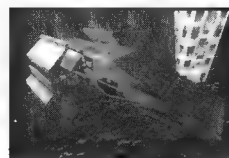
*Generator gun*



*Morbot*



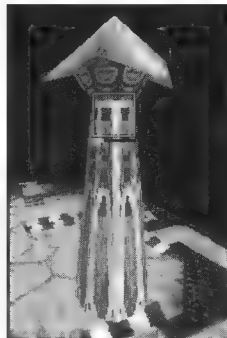
*Bottom turret gun*



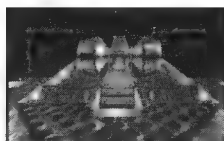
*SAM site*



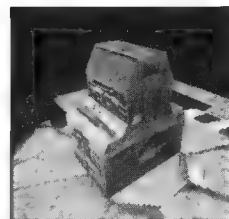
*Behemoth Class  
troop transports*



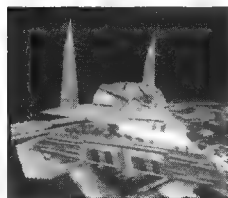
*Surveillance Tower*



*Hydrodynamic  
Generator*



*Atmospheric  
Processor*



*Research Center*

## CHAPTER SIX: IOWAH



### Bion Fighters and Targets

Enemies and Weapons	Hit Points (Cannons/Lasers/Missiles)	Power-up / Probability
Hawk 22 fighter	2/32/2	25% Energy / 10%
Stingray fighter	4/4/32	25% Repair / 5%
Camillian fighter	4/4/4	None
Manta fighter	32/32/32	25% Repair / 5%
Generator gun	4/invulnerable/4	25% Energy / 10%
Morbot	64/16/32	Legion / 10%
Bottom turret gun	8/8/4	25% Energy / 5%
SAM site	6/6/36	Vipers / 20%
Nyx's ship (not pictured)	4250/2632/8333	None
*Morbots located at 113,105 and 56,89 during first mission are stronger.		120/30/60 Legion / 10%

### Installations and Targets

Behemoth Class troop transports	10/10/10	None
Surveillance Tower	15/15/15	None
Hydrodynamic Generator	25/invulnerable/24	50% Energy /15%
Atmospheric Processor	20/20/20	None
Research Center	20/20/20	None

Every objective on this and subsequent missions will be guarded heavily by generator guns, but you can avoid taking damage by approaching objectives from a high altitude—the generator guns can't elevate high enough to hit you if your approach is greater than a 45-degree angle.

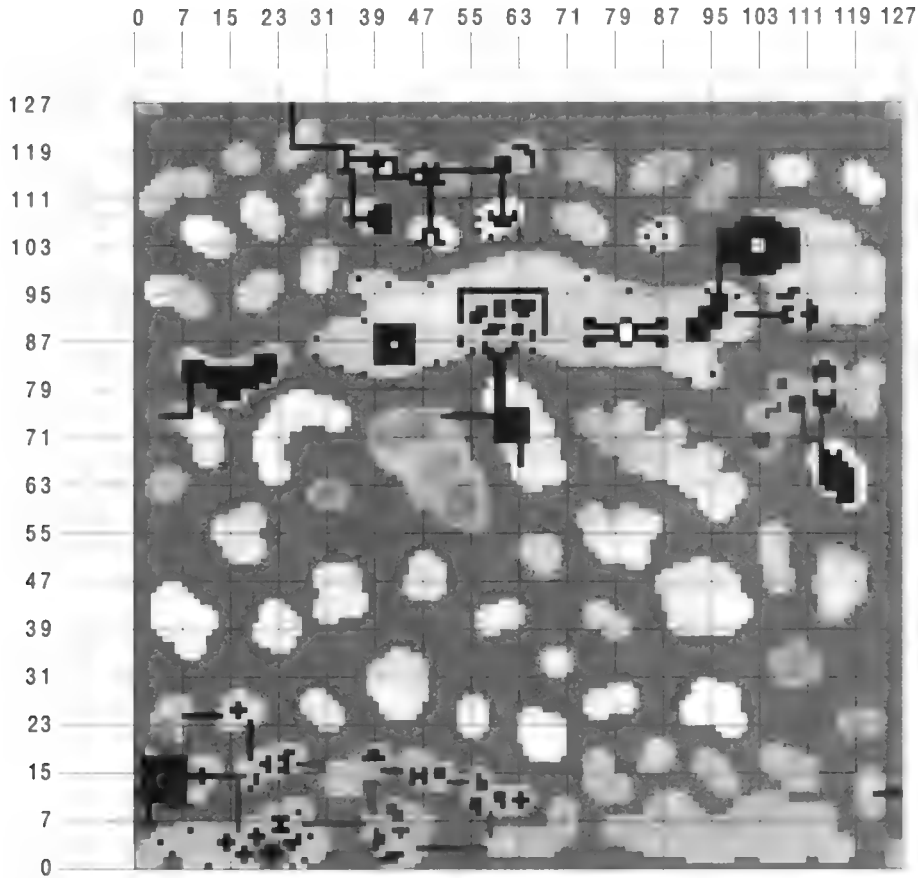
As you near the Landing Port, Bion fighters—mainly Hawk 22s, Stingrays, and Camillians—will rush out to meet you; use either fully powered Valkyrie cannon or Vipers to bring them all down before attacking the landing port. This is very important, and a tactic you can use



*Don't waste ammunition on these sail barges—they're not part of any objective, and they pose no threat to you.*

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# HELLBENDER

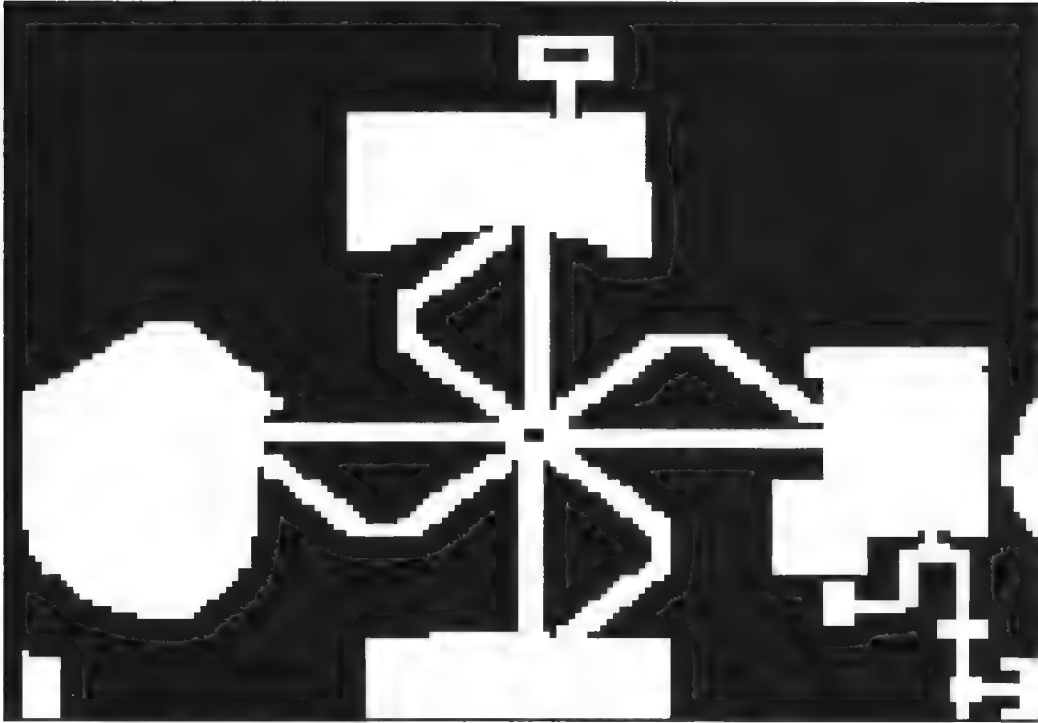


*Surface map of Iowah, Mission One.*

repeatedly on Iowah: once air cover has been demolished, you can hover over objectives in order to attack from a position of safety.

After the fighter cover has been wiped out, start picking off the generator guns, remembering to stay high above them to avoid their fire. You can then move in and take out the atmospheric processors, troop transports, surveillance towers, and other “soft” targets with your Dispersion cannon; use Sledgehammers on the hydrodynamic generators. Of course, many of these targets can be taken out using Valkyrie cannon fire while you’re hovering above the objective, but the Valkyrie’s higher rate of fire is unnecessary when you’re not being dogged by fighters.





*Map of underground complex, for Iowah, Mission One.*

### ***Second Objective: Hydrodynamic Generators***

As you move toward the second objective, you'll run into an old friend from Morbos: the Morbot guard. Unfortunately, the Bions have placed new and improved Morbots on Iowah—they're armed with dumb-fire missiles, and it takes three Sledgehammers or two bursts from a fully charged Dispersion cannon to bring them down. Fortunately, their elevation range is limited, so staying above them guarantees little threat.



*At all the objectives on Iowah, you'll want to stay high above the target area and use Valkyrie cannon or Sledgehammer missiles to remove the numerous generator guns guarding the site.*

# HELLBENDER



*The Morbots on Iowah are more heavily armored than on Morbos—you'll have to use three Sledgehammers or two bursts from a fully charged Dispersion cannon to destroy one, at least on the Hard Difficulty setting.*



*Stingray fighters will challenge you at Checkpoint Alpha A8, but their slow speed makes them easy pickings for your Valkyrie cannon.*

You're also likely to encounter the incredibly speedy Manta fighters, which are found only on Iowah, but you probably won't get a good look at one—these little demons specialize in slashing, hit-and-run assaults, making it difficult to bring them down with laser or cannon fire. If you do get a glimpse of one, switch to Viper missiles to knock it from the sky as quickly as possible.

There aren't as many generator guns guarding these hydrodynamic generators as there were at the landing port, and if you follow the same procedure used earlier, you should have few problems.

## ***Third and Fourth Objectives: Checkpoint Alpha A8 and Beta B5***

Stingray and Hawk 22 fighters will challenge you once you reach Checkpoint Alpha A8, but not in sufficient numbers to warrant using Viper missiles. You'll also find a couple of Morbot guards rolling around the temple at 43,87; the only purpose in destroying them would be the satisfaction of seeing them blow up (or the hope that they leave behind Legion missiles).

## ***Fifth Objective: Security Base***

The presence of a SAM site can make for some rough going at the security base, but if you hover high enough directly over the

middle of the base, the SAM can't reach you even though it will lock on to you. Aside from the SAM, however, the defenses here would pose no challenge even to a mediocre Council of Peace pilot.



### ***Sixth and Seventh Objectives: Checkpoint Gamma G2 and Hydrodynamic Generators***

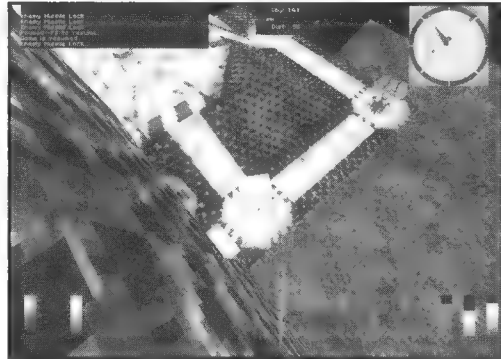
You can expect little resistance on your way to Checkpoint Gamma G2, but as you move from there to the hydrodynamic generators, you'll encounter an unlisted hydrodynamic generator base at roughly 93,90, about 150 distance units from the real objective. Go ahead and eliminate this target now—you should have the ammo to spare.

From here, it's on to the Seventh Objective. Your main concern should be the Camillian and Manta fighters that arrive to defend the base: they'll go so far as to ram you in an attempt to stop your attack.

### ***Underground Complex***

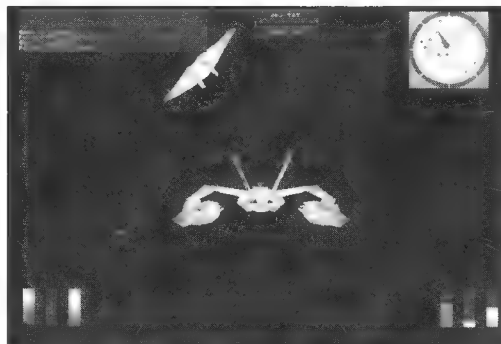
After wiping out the hydrodynamic generators, the Objective display will indicate that you can head for the Jump Point—but *don't do it!* There's an entrance at 104,104 that leads to a huge underground complex brimming with Weapons storage bunkers. Yes, there are some enemies waiting for you down there—but the rewards you can reap are more than worth the risk.

As you move into the complex, you'll encounter a crossfire of generator guns. To avoid taking too much early damage, hover at the lip of the entrance and use your Valkyrie cannon to blast the generator guns you can see.



*There's a SAM site on the lower level of the security base, but it poses little danger until you move in to take it out.*

**Warning:** *It may seem like a safe place from which to pick off fighters, but hovering between Horn Spires is not an effective tactic. Your cannon and laser fire will hit the edges of the Spires even when it looks as though you have a clear shot.*

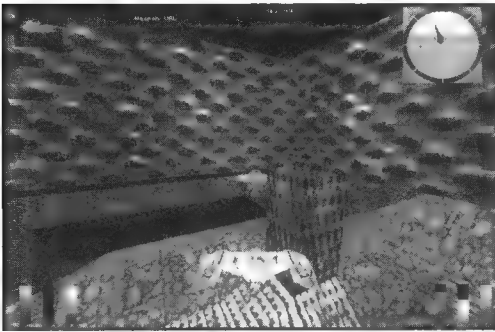


*Camillian and Manta fighters like this one will ram you in an attempt to prevent the destruction of Bion hydrodynamic generators.*

# HELLBENDER

**Tip:** *Save your game before entering the underground complex. It will give you the opportunity to find out how prepared you are for the heavy defenses in the center of the complex.*

**Tip:** *It's easy to get lost inside underground areas, but one sure-fire method of covering every nook and cranny is to "crawl" alongside a wall, always turning right (or left, if you prefer) whenever the opportunity arises. Once you've defined the outline of an area, you can explore the areas you missed during your demarcation trip.*



*Before entering the underground complex on the first mission on Iowah, hover at the lip of the entrance and pick off the generator guns that deliver a deadly crossfire.*

After descending into the complex, you'll find yourself at an intersection of eight different tunnels. Point the Hellbender due north (straight up) on the Map display, and start exploring. You'll run into a Hawk 22 fighter shortly, but he's armed only with lasers and shouldn't cause too much damage even if you don't spot him in time to get the drop on him.

This tunnel feeds into a large chamber; Chamber Switches at 109,28 open a door that leads to a room filled with valuable Weapons storage bunkers—you'll pick up a Hellion, some Scorchers, Legions, an Independence missile, a 100 percent Repair droid, 100 percent Energy restore, Vipers, and Sledgehammers. If you don't go anywhere else, this alone was worth your spelunking trip—but you'll soon discover this is just the tip of the iceberg!

When you exit this chamber, don't leave the way you came in: use the entrance at seven o'clock (southwest) on the Map display. At 96,6 you'll run into a sliding door that can crush you if you aren't careful. Let it close and then back away from it; when you hear it open again, use Turbo thrust to get through before it shuts. (You'll see another of these doors shortly after this in the same tunnel—just repeat the procedure.) You'll soon find yourself at the eight-tunnel intersection; keep going straight through the intersection. At first, you'll be traveling in a southeasterly direction, and then southwest.

## CHAPTER SIX: IOWAH



You'll enter another large chamber, but this one is very heavily fortified with bottom gun turrets, Stingray tunnel guards, generator guns, and other dangers.

Use your Cloaking device in tandem with Turbo thrust to zip over to 88,58 and destroy the SAM site (it's the most deadly of the defenses), and then head up to the ceiling—and safety. From there, you can take out many of the Dispersion cannon, and then decide which enemies to pursue next.

In addition to the defensive forces, you'll also find atmospheric processors and observation and communication centers (key parts of research centers). Destruction of these targets isn't essential, but go ahead and wipe them out—you'll pick up more than enough weapons to compensate for what you use in the process. Exit due north through the tunnel at 103,70 to return to the eight-tunnel intersection.

From there, go due west to enter another large chamber, keeping a constant watch for Hawk 22 fighters. You'll arrive at a very large circular chamber containing three immense repositories of Weapons storage bunkers—somewhere in the neighborhood of four dozen or more! Switch to Dispersion cannon and start opening up these goodies, and be sure to drop a Beacon marking the Repair droids and Energy restores you can't use. Exit to the southwest through the tunnel at 68,99 to return to the eight-tunnel intersection, and then head due east through the tunnel at 106,103. As usual, be alert for Morbos guards.

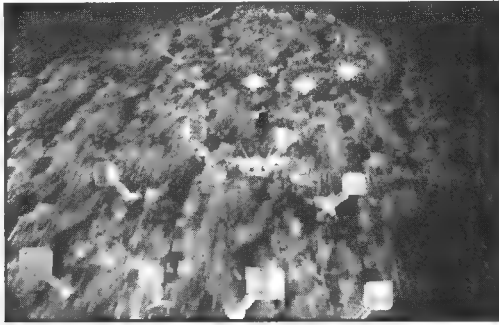
**Tip:** Take care of the fighters, then the generator gun, and you should have no problem knocking out the rest of the targets with the weapon of your choice. (I suggest Sledgehammers; if you followed my advice on the first two planets, you should have plenty.) You'll also see some troop transports scattered about the area that aren't official targets. Go ahead and loose a few Sledgehammers into them, and you'll get that warm, fuzzy feeling that only comes when you've dealt out a lot of punishment to the Bion forces.

**Tip:** If you haven't saved your game yet, do so before entering this chamber—there are so many defenders that you can die before you even get your bearings!

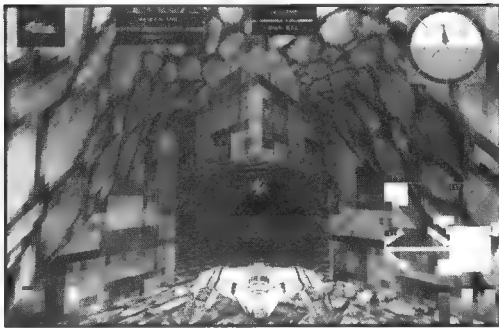


Bottom gun turrets in the underground complex on Iowah, Mission One deliver rapid and devastating fire.

# HELLBENDER



*Now aren't you glad you came down into this underground area?*



*One of the secret doors in the underground complex found on the first mission on lowah.*



*Is this the Bions' secret weapon?*

You'll enter another large chamber housing hydrodynamic generators, atmospheric processors, generator guns, and one of the strangest sights you've seen during your travels—a Bion dragon. He could well be the only one of his kind, so hold back your impulse to vaporize him with your ServoKinetic laser...well, on second thought, *waste him!*

After destroying all the Bion equipment surrounding the strange beast, move out into the main area of the chamber and head for 31,113—there's a hidden door you can open with a laser burst. Open it. Inside the small room are several Weapons storage bunkers; you'll find a similar door at 11,118.

Exit to the northwest through the tunnel at 12,106 to return to the intersection. It's time to end the mission, but before you leave, grab any Energy restores or Repair droids as needed to bring the Hellbender up to full strength.



## Coordinates for Power-ups for Iowah, Mission One

### Weapons

#### Dispersion Cannons

B: 38,122; 39,121

#### Doomsday Mines

B: 27,71; 32,71

#### Hellions

B: 13,77; 81,111; 111,36

#### Independence Missiles

B: 80,110; 111,41; 42,61;  
42,60; 13,73

#### Legion Missiles

A: 104,101; 15,80; 115,67

B: 79,111; 113,41; 27,52; 42,65;  
42,56; 15,73

#### Rapid-Fire Lasers

B: 33,119; 34,121; 14,75

### Weapons, continued

#### Scorchers

B: 14,75; 113,36; 5,124; 5,122;  
6,123

#### Sledgehammer Missiles

B: 104,62; 96,53; 37,115; 39,117;  
106,36

#### Viper Missiles

A: 118,65; 118,62; 22,84; 5,15  
B: 29,52; 30,52; 31,52; 32,52; 15,77;  
104,36; 82,110;

### Repair

#### Repair Droid 25%

A: 9,83

B: 104,55

### Repair, continued

#### Repair Droid 50%

A: 65,72; 10,15; 116,64

B: 36,56; 11,123

#### Repair Droid 100%

B: 106,41; 83,111

### Energy

#### Energy Restore 25%

B: 96,64

#### Energy Restore 50%

A: 5,23; 62,75; 115,65

B: 36,65; 12,124

#### Energy Restore 100%

B: 104,41; 12,122

*A = Located on surface (may be inside chamber if planet has underground areas).*

*B = Located underground (or inside a chamber if there are no underground areas).*

## Mission Two

### First Objective: Surveillance Tower and Base Defenses

Just as in the second mission on Eyrie, when you begin Mission Two, you'll have fighters—a Camillian and a Stingray—breathing down your neck, so be ready to fire Vipers the second they come into view.

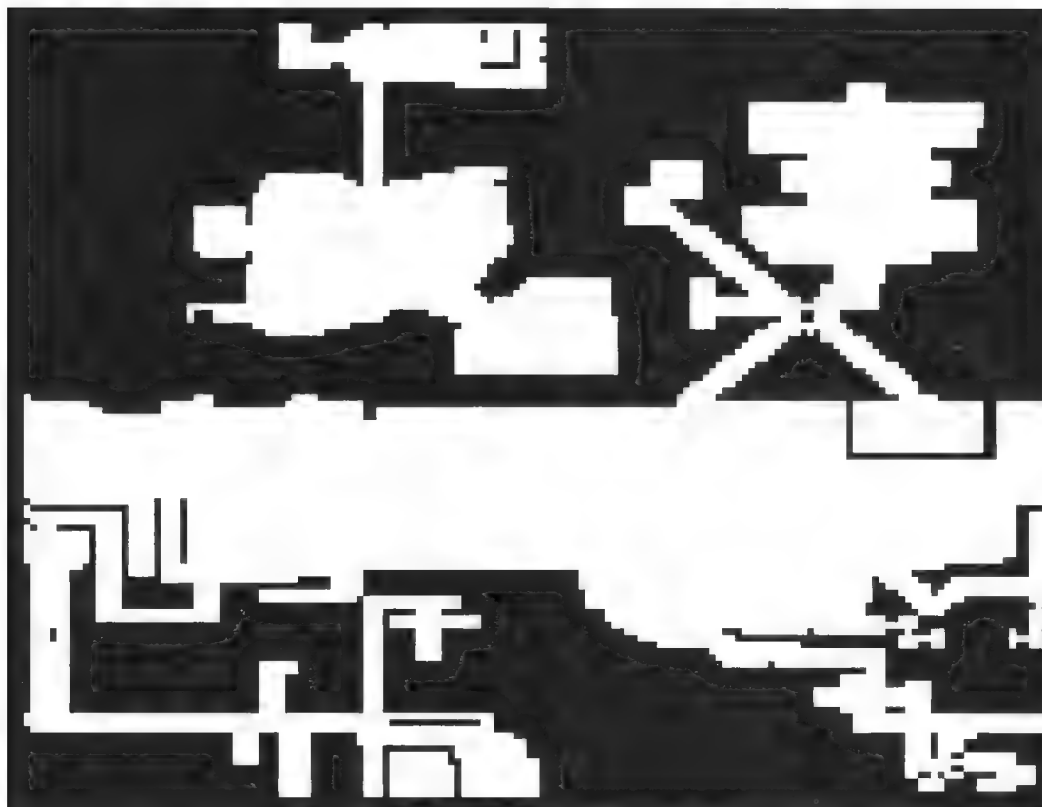
More fighters will be waiting at the surveillance tower; as usual, finish them off so you can proceed unmolested with the destruction of the ground targets. Don't move on to the next objective until you open the Weapons storage bunkers found at this base.



As you approach the power station, you'll spot a Bion troop transport. Quickly destroy it with Valkyrie cannon fire, and then get ready to face the Stingray and Camillian fighters guarding this objective. Stingrays are rugged—it takes three Vipers to bring them down on the Hard Difficulty setting—so don't take their threat too lightly.

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*Map of underground complex, Iowa, Mission Two.*

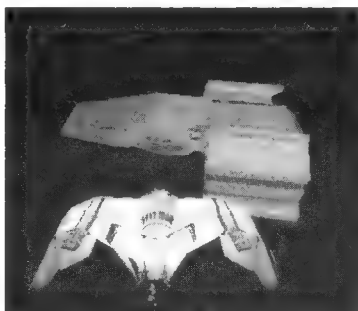
### ***Third Objective: Surveillance Towers and Generators***

Your next objective is similar to the last one, both in distance and appearance: generator guns ring the outside of the base, a surveillance tower stands in the middle, and a couple of hydrodynamic generators sit near the tower. Hawk 22s will harass you as you approach; they're weakly armored but speedy. Once you've destroyed them with Valkyrie cannon or Viper missiles, you can destroy the base in a methodical fashion.

### ***Fourth Objective: Underground Complex***

You'll find the entrance to the underground area at 52,78. Morbot guards will be waiting at the entrance and farther into the narrow tunnel leading

# HELLBENDER

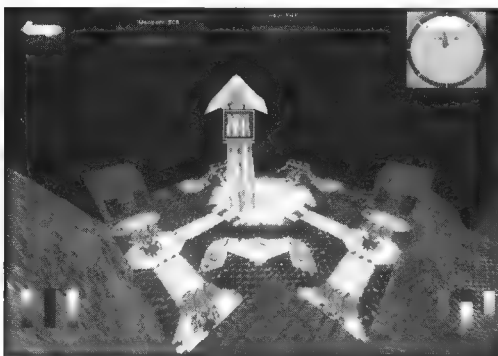


*When this Bion troop transport lumbers across your path as you head for the central hydroelectric power station, open up with Valkyrie cannon fire.*

underground, so arm your Dispersion cannon or Sledgehammers before venturing inside. As soon as you've taken care of the second Morbot, switch to Vipers—a Hawk 22 fighter will be waiting when you enter the complex itself.

## ***Fifth Objective: Power Station***

You'll find the entrance to the power station at 95,66. A Hawk 22 fighter watches over the room in which the power station is located, and it will open fire as soon as you try to enter. To avoid taking damage, arm a Viper and fire it into the entrance while staying out of view. Once the chamber guard is eliminated, head into the chamber and take out the targets with the weapon of your choice. As a reward, you'll find at least one 50 percent Energy restore.



*Many Bion bases on Iowah use this same configuration—surveillance towers in the middle and generator guns ringing the perimeter.*

## ***Sixth Objective: Omega Base***

Before attacking Omega base, enter the large multiroomed chamber whose doors are marked with humanoid faces (Figure 6-18) at 104,62. Inside you'll find several areas containing Weapons storage bunkers housing a slew of missiles, weapons, and Repair droids and Energy restores. Then travel to 91,98 and shoot the three Chamber Switches there to retrieve more goodies. (In the room on the right (89,97), you'll have to shoot a very odd-looking Chamber Switch to reveal the Weapons bunker.) Finally, be alert for any Weapons storage bunkers hidden

in the nooks and crannies of the various tunnels you'll traverse on the way to Omega base.

Omega base is very appropriately named: if you're not extremely careful, this could be the last objective you attack on Iowah—or any other planet. This is a veritable killing ground, thanks to SAM sites, Hawk 22 fighters, Stingray



tunnel guards, numerous bottom gun turrets, and other defenses. You'll have to move fast to eliminate the most deadly threats first.

Before you enter the large underground cavern where Omega base is located, make sure your Main Energy cell is completely full. Start your attack by destroying the SAM sites. (The coordinates are listed at the end of this mission section.) They'll lock on as you approach, so immediately activate your Cloaking device and move in for the kill.

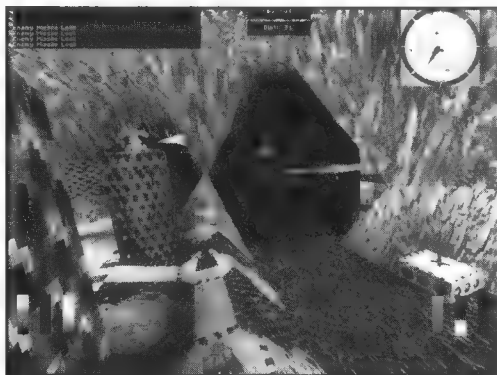
As soon as you've blown up the SAM sites, climb to the ceiling of the chamber to avoid fire from generator guns and bottom gun turrets and move into a corner so that you can't be attacked from the rear. Arm your Viper missiles, and start taking out the Stingray and Hawk 22 fighters. Finally, destroy the generator guns and bottom gun turrets, keeping in mind that both of these weapons can dish out a lot of punishment in very short order. Once these threats have been eliminated, you can use laser or cannon fire to knock out the hydrodynamic generators and other Bion equipment found here.

### ***Seventh and Eighth Objectives: Generator and Checkpoint Kappa 7***

The next objective is located in the same chamber as Omega base, inside a recessed area with an entrance location at 70,32. You'll know you're getting close when you hear the whooshing sound of missiles being fired by the Morbot guards stationed here. Since you probably took a fair amount of damage during the attack on Omega base, it



*There's no way to know what these drawings mean to the Bions, but to you they mean there are Weapons storage bunkers to be plundered.*



*Without a doubt, Omega Base is the most heavily guarded installation on Iowah.*

**Tip:** As you travel through the underground area, be ready for Hawk 22 fighters lurking in the shadows; they only fire lasers, but if you're not careful, they can land one or two hits before you even see them.

# HELLBENDER

would be a good idea to load a Hellion missile and fire it directly into the room; it won't take every enemy out, but it will restore your hull to full strength and replenish your Main Energy cell. (Before you do that, though, make sure you allocate any energy in the Main Energy cell to either Weapon energy or Shield energy.)

Use a Viper to take out the Hawk 22 fighter, and then enter the room as close to the ceiling as you can—the Morbots and generator guns can't elevate high enough to fire at you. You can easily clean out this little nest of Bions.

The checkpoint is located just around the corner from this room.

## ***Ninth and Tenth Objectives: Exit Tunnel and Enter Tunnel***

Stingray fighters will be circling over the Exit when you try to leave the underground complex. If you hover in the tunnel rather than fly out into the Iowah atmosphere, you can target the Stingrays with Vipers and ensure a hassle-free journey to the tunnel entrance at 9,23.

## ***Eleventh Objective: Escort Rishi***

This is a very tricky objective: You must be ready to protect Rishi at all costs, but if you're too quick on the trigger you could accidentally destroy him. Remember—if you target a ship and it has a green bracket around it instead of a yellow one, it's the Coalition shuttle Rishi is flying.

When you enter the underground complex, point your ship in a northeasterly direction on the Map display, then shoot the Chamber Switch to enter the base where Rishi's shuttle is located. Before you use the Compass to locate Rishi, destroy all the fighters and generator guns on the runway as you enter the base. It's also a good idea to try to knock out any bottom gun turrets on the underside of the runway; they're sure to pound Rishi's fragile craft as soon as he moves toward the exit.

Keep checking the Message display as you move through the base; when it says the Coalition craft has been found, it's time to stop shooting and start escorting. Rishi will leave whether or not you're escorting him, so by all means find him and stay with him as he moves out of the underground complex and toward freedom.

Once outside, use Vipers to bring down the Hawk 22s and other fighters trying to prevent his escape. Fortunately, you have to escort him for only a short time. If you stay with him, you should be able to turn back any attacks launched against his ship.



### ***Twelfth and Thirteenth Objectives: Enter Tunnel and Destroy Generators***

After Rishi has escaped, you must return to the underground complex and destroy all the hydrodynamic generators and atmospheric processors. Once inside the tunnel entrance, travel in a southeasterly direction to find your targets; they're in a fairly small chamber, and you can expect a great deal of enemy fire as soon as you enter. Before venturing inside, use a Viper to take care of the Hawk 22 fighter hovering near the atmospheric processors. Once he's destroyed, you can climb to the ceiling and avoid all other enemy fire, which allows you to annihilate the remaining defenses one by one.

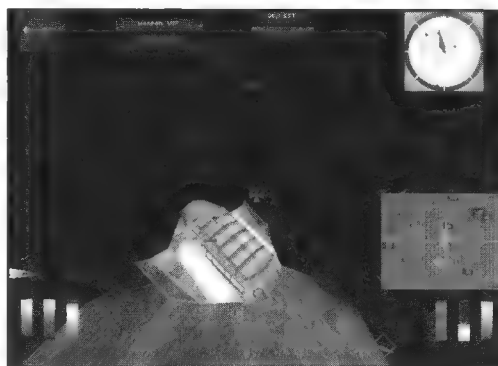
### ***Fourteenth Objective: Kappa 10 Base***

Kappa 10 base is located in the same huge area where you found Rishi's shuttle craft. Like Omega Base, it's heavily defended by nearly every type of Bion craft and gun found on Iowah, so be ready for a bloody battle as soon as you enter. Have your Vipers armed as you move into the huge chamber, and stay near the ceiling to avoid fire from Dispersion cannon and bottom gun turrets.

You should have the procedure memorized by now: use Vipers to destroy flying threats such as chamber guards, then destroy generator guns, and finally tackle the bottom gun turrets. If your Hull Integrity is getting low, don't hesitate to fire a Hellion to bring it up to strength (after emptying your Main Energy cell to weapons and shields, of course), but remember there's at least one 50 percent Repair droid to be found at the base.



*Before you move toward Rishi's shuttle craft, destroy the fighters parked on this runway, along with any Dispersion cannon or Stingray Chamber guards. If you don't, they can inflict enough damage on Rishi's craft to prevent him from leaving Iowah alive.*



*You must escort Rishi for only a short distance above ground; you can see how well his ship is holding up to Bion fire by checking the green Damage bar displayed under his ship.*

# HELLBENDER



The central area of Kappa 10 Base is nearly as deadly as Omega Base—the only good news here is that there aren't any SAM sites.

Before exiting the base, check for any Weapons storage bunkers you may have overlooked.

## ***Fifteenth and Sixteenth Objectives: Exit Tunnel and Jump Zone***

When you return to the tunnel exit, travel in a northwesterly direction until you reach the room at 119,38. There's a Weapons bunker with a cache of Viper missiles you should grab before leaving. It's protected by a Hawk 22 fighter, but finishing him off should pose no problem. Expect a few Bion fighters to hassle you when you leave the underground complex—then again, don't you always expect that?

## ***Coordinates for Power-ups for lowah, Mission Two***

### **Weapons**

#### **Dispersion Cannons**

B: 70,97

#### **Doomsday Mines**

B: 17,49

#### **Hellions**

B: 110,55; 110,16; 25,34; 33,89

#### **Independence Missiles**

A: 106,108

B: 76,33; 72,115; 111,55; 34,88; 36,72; 14,47

#### **Legion Missiles**

A: 73,7; 95,108

B: 96,97; 25,2; 32,70; 37,89; 88,97; 75,122; 112,55

#### **Rapid-Fire Lasers**

B: 18,55; 74,90; 112,75; 111,75

### **Weapons, continued**

#### **Scorchers**

A: 83,17

B: 72,122; 20,32; 23,67

#### **Sledgehammer Missiles**

B: 106,16; 15,32; 123,64; 123,65; 123,66; 78,99

#### **Super Weapon Piece 3**

B: 112,65

#### **Viper Missiles**

A: 100,14

B: 125,21; 91,94; 120,43; 21,80; 23,2; 36,67; 38,88; 88,28; 79,120; 113,55

#### **SAM Sites**

B: 105,24; 101,21

### **Repair**

#### **Repair Droid 25%**

A: 96,14; 72,11; 47,76

B: 103,13; 31,64; 6,33

#### **Repair Droid 50%**

B: 27,3; 36,88; 15,85; 17,56; 79,122

#### **Repair Droid 100%**

B: 125,18; 91,92; 56,106; 117,60

### **Energy**

#### **Energy restore 25%**

B: 102,16; 27,64; 6,50; 16,55

#### **Energy restore 50%**

B: 92,74; 27,1; 35,89; 18,86; 77,122

#### **Energy restore 100%**

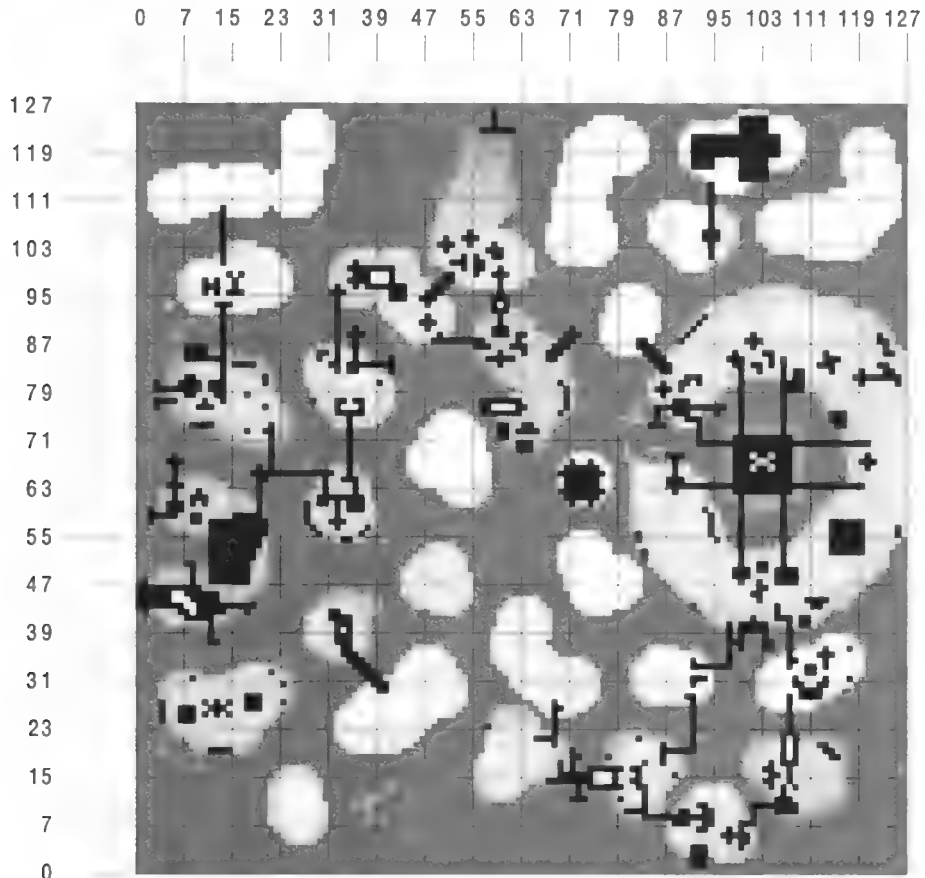
B: 125,24; 94,97; 117,70

A = Located on surface (may be inside chamber if planet has underground areas).

B = Located underground (or inside a chamber if there are no underground areas).



## Mission Three

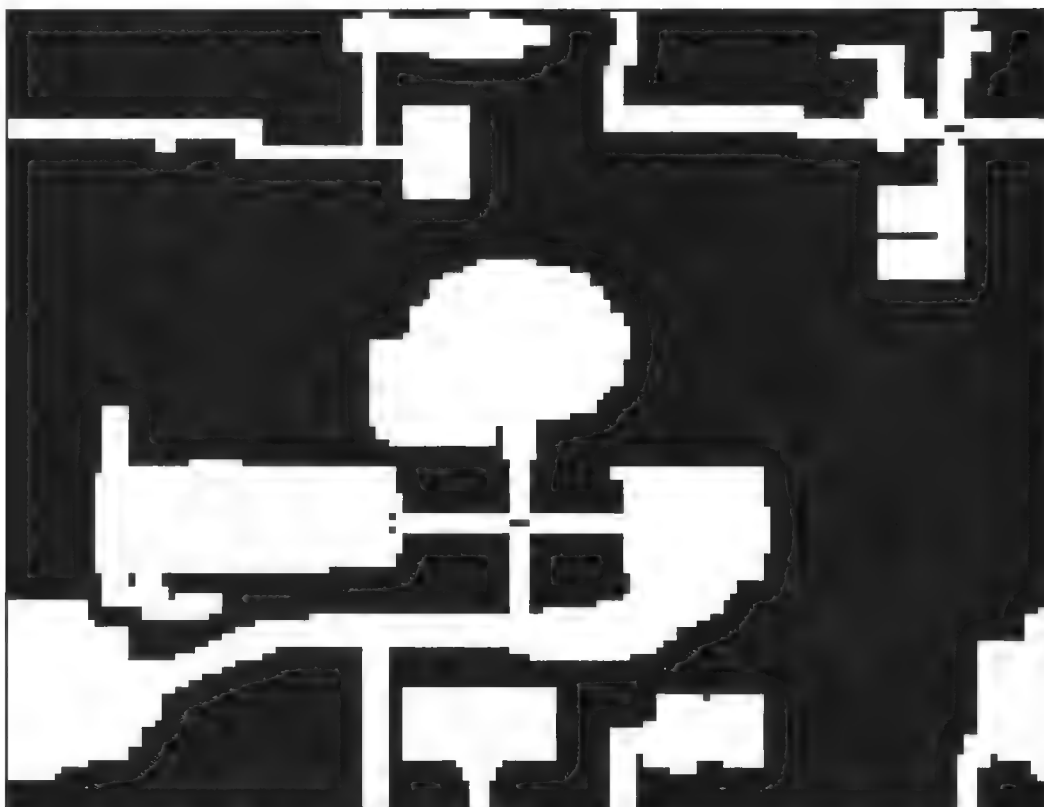


*Surface Map for Iowah, Mission Three.*

### ***First Objective: Kappa Base***

Stingray fighters bring you a warm welcome as you begin your final mission on Iowah. You wouldn't want to be remiss in thanking them for their hospitality, so have Viper or Legion missiles armed and waiting before you begin your trek to Kappa base.

# HELLBENDER



*Map of underground complex, lowah, Mission Three.*

The base itself is completely and utterly routine: a few generator guns, a hydrodynamic generator, and a Morbot guard. Destroy it ruthlessly.

***Second, Third, and Fourth Objectives:  
Enter Tunnel, Water Control Center, Exit Tunnel***

The Tunnel entrance can be tricky to locate; you'll find it at 21,58. As soon as you begin diving down into the underground complex, E.V.E. will tell you the objective has been spotted. There's a Hawk 22 fighter waiting for you once you exit the passageway leading to the underground complex, so be ready with Valkyrie cannon or Viper missiles.





But after the Hawk 22 fighter has been destroyed, the only thing standing between you and the objective's destruction is a generator gun. You know what to do: approach at as high an elevation as possible and smash it with a burst from your Valkyrie cannon or a couple of Sledgehammer missiles.

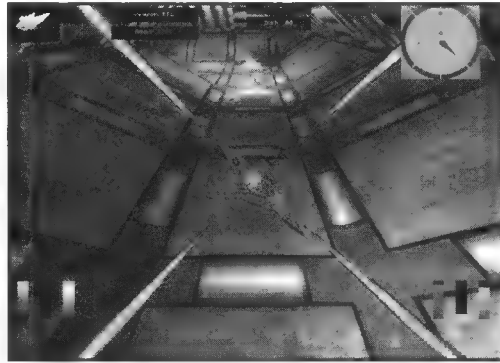
Directly across from the objective is a Weapons bunker and a Chamber Switch; grab the 50 percent Repair droid and shoot the Chamber Switch, and then swing around to face the objective. You'll see that a hidden door has opened, revealing Bion fighters parked neatly in a row waiting for you to deliver the death blow. To leave this area, shoot the Chamber Switch located at the end of the passageway, and then leave the underground area via the tunnel you used to enter it.

### ***Fifth and Sixth Objectives: Research Facilities***

The first research facility you must attack after leaving the underground area is a cakewalk: one structure with only nominal fighter cover. You'll be finished here before you have time to think about changing weapons or adding energy to your shields.

But don't let your guard down yet, because several Hawk 22s will show up to aid in the defenses of the next objective. Fortunately, it takes only one Viper to destroy a Hawk 22, and once they've been cleared from the skies, you can go about your business relatively unimpeded. Don't bother exploring the area underneath the objective—all you'll find are bottom gun turrets and Morbot guards, neither of which must be destroyed to achieve victory.

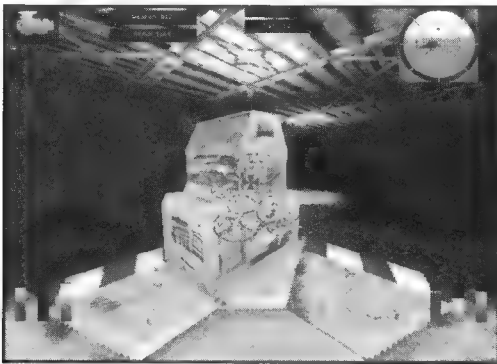
**Tip:** *Because it takes two or three Viper missiles to knock out a Stingray fighter, consider using Legion missiles instead. Check your inventory of weapons and use whichever you can afford the most of—there are a lot of fighters to deal with on this mission.*



*Shoot the Chamber Switch located beside the water control center to enter this hidden passageway and destroy Bion fighters before they have a chance to give you problems.*

# HELLBENDER

**Warning:** Remember to stay at relatively high altitudes as you move between objectives! There are many plateaus on Iowah that reach high into the sky. If you're not careful, you could fly past a Morbot guard firing missiles into your path.



The seventh objective on the third and final mission on Iowah is essentially a turkey shoot once you take care of any fighters roaming the area.

## **Seventh Objective: Research Facility**

As you approach the seventh objective, you'll probably come across a Bion base at 105,71 that has no fighter cover. Smash it now. It's the next objective on the Nav computer, and if you have to return here later, there could be fighters haranguing you as you go about your handiwork.

Explore the lower level of the research facility at your own risk. There's a 25 percent Repair droid in a Weapons bunker there, but if you try to retrieve it, two bottom gun turrets can easily inflict so much damage that it won't be worth the trip — unless you target them with guided Scorchers or Legion missiles from a safe distance.

## **Eighth Objective: Central Power Station**

Well, aren't you glad you destroyed that undefended base earlier on the way to the seventh objective? If you hadn't, you'd be doing it now. But look on the bright side: even if a fighter shows up to bother you,

this is still a pushover provided you use the tactics you've been practicing on every mission on Iowah—taking care of fighters, and then staying high enough to avoid fire from enemy ground defenses.

## **Ninth and Tenth Objectives: Enter Tunnel and Bion Fighter Training School**

Don't plunge blindly into the entrance located at 103,68; a Morbot guard is waiting for you, spitting out missiles faster than you can say, "Die, Bions!" Instead, move just into the top of the entrance, find the Morbot, and destroy him before proceeding—and don't pass up the two Weapons storage bunkers located on the same level as the Morbot.



To reach the Bion fighter training school, head north (on the Map display) after you've entered the underground complex. You'll reach a dead end at 106,84; turn right and get ready for a down-and-dirty free-for-all, because there are enough defenses here to chew you up and spit you out if you aren't careful.

**Tip:** *Don't forget that Hellion missiles will restore your Hull to full strength. Firing one can be a life-saving maneuver, even if you're not aiming it at a particular target.*

Load Vipers and begin firing as soon as you can target one of the Hawk 22 fighters hovering in the room housing the training school, then quickly move inside and concentrate on taking out the other two fighters here. Stay close to the ceiling (as always) to avoid generator gun fire and missiles from Morbots. It can get a little hairy in here, but you should be able to emerge without too much damage.

### ***Eleventh Objective: Transport Hangar***

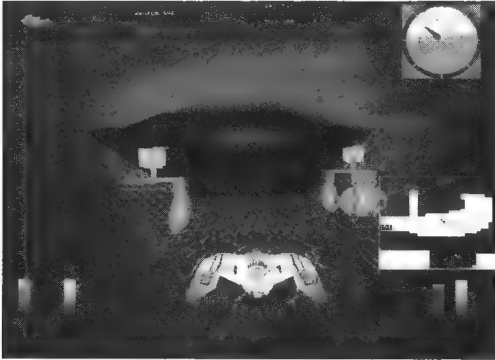
The passageway leading to the transport hangar can be tough to spot: look for it at 89,70 near the bottom of the wall. It's a narrow path that feeds directly into the transport hangar, and like the training school, it has been garrisoned with fighters, generator guns, and Morbots. Focus your attention on the flying threats, and when they've been eliminated, move into a corner to get your bearings and begin the actual attack on the objective. Be especially leery of the bottom gun turrets slung underneath flooring: their fire can be devastating.

### ***Twelfth Objective: Water Control Center***

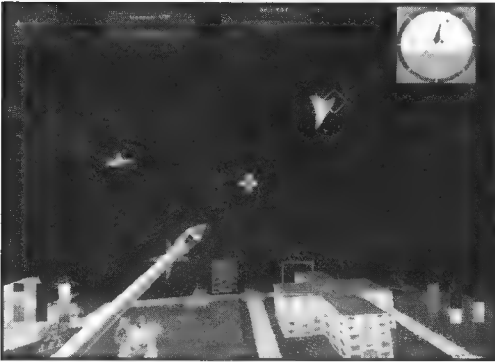
A long corridor leads to the chamber that's home to the water control center. As you enter the chamber, you'll hear the whine of a SAM locking on to you. Activate the Hellbender's Cloaking device and head straight to the sources of your trouble—they're conveniently located in the tunnel that leads to the objective, so you shouldn't have to use too much energy for Cloaking before you destroy them.

The water control center is almost as heavily fortified as the Omega base in your second mission, with Stingray and Hawk 22 fighters leading the attack. Follow standard operating procedure: use Vipers to take out the chamber guards, and then head to the ceiling and a corner to assess the situation and remove stationary defenses in a piecemeal fashion.

# HELLBENDER



*Four SAM sites block your path into the Water Control Center, the twelfth objective on Iowah. Use your ship's Cloaking device to sidle up to them and give them a taste of Coalition justice.*



*Hawk 22 fighters will pounce on you as soon as you emerge from the underground complex after destroying the water control center.*

After you've completed your objective, you'll have the okay to exit the underground complex. Go to the exit at 94,118, but before you leave, keep traveling down that corridor until you reach the chamber whose entrance is at 79,118. There's a brood of Bions there that need to be taught a lesson. Now, you don't *need* to hit this target, but as a dedicated Council of Peace member armed with a healthy supply of weapons, it shouldn't be too much of a strain to wipe it from the face of Iowah (and you might get a power-up!).

But there's another reason to visit this chamber. Go to 49,109, and you'll find an opening that eventually leads to Weapons storage bunkers whether you go left or right after entering. If you turn right and loop, you'll find the biggest bounty: six Weapons storage bunkers containing Scorchers, Dispersion cannon, an Independence missile, a 50 percent Repair droid, Sledgehammers, and Vipers. You don't want to pass this up!

## ***Thirteenth and Fourteenth Objectives: Exit Tunnel and Destroy Generators***

Before you emerge from the narrow passage leading to the surface, E.V.E. will tell you the objective has been detected, but don't get too antsy—you've got to get outside before you begin fighting in earnest. And once you get there, you'll wish you hadn't

been so eager, because Hawk 22 fighters will be spitting laser fire and even ramming you in an attempt to halt your attack. Once they've been dealt with, however, the objective will become a routine assignment.



### ***Fifteenth Objective: Escort Coalition Shuttle***

Don't waste time getting to this objective: the Coalition shuttle crafts are totally defenseless and depend on your protection to convey vital information to the Council of Peace. Once the first shuttle reaches the Jump Point, use Turbo thrust to zoom over to the next one—there's no time to waste here. Get a move on, man!

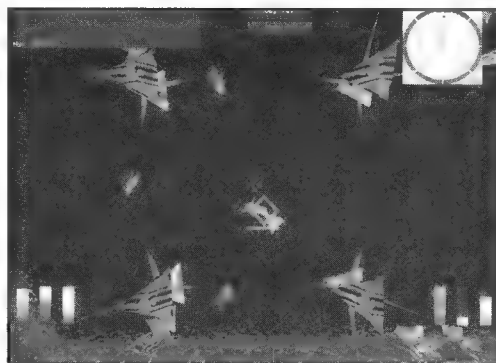
### ***Sixteenth and Seventeenth Objectives: Nyx and Jump Zone***

You heard FX4 assign a Bion named Nyx the job of bringing you down—and now he's ready to carry out his duty. Well, maybe not: all he does is show up as a target that you simply can't bring down, and you shouldn't even waste missiles on him. What's more, he fires only a couple of desultory missiles at you, so he's not a real threat—not yet, at least. And when you see how little damage your missiles do (we fired 60 Legions at him with no effect before we got wise!), you can expect a major uphill battle the next time you encounter this Bion monster.

The last hurdle you face is reaching the Jump Zone. From the time Nyx vanishes, you have only 30 seconds to reach it—so hit that Turbo thrust and get home, pilot!



*Follow closely behind the Coalition shuttle craft, keeping an eye on the Compass display for any sign of danger.*



*Nyx's fighter can withstand a mind-boggling number of missile and cannon hits and show very little—if any—damage.*

**Tip:** *When you're nearing the end of a mission, keep in mind the fact that your hull will be completely restored the minute you hit the Jump Zone. That's no reason to do anything foolish, but it is a nice safety cushion.*

# HELLBENDER

## *Coordinates for Power-ups for lowah, Mission Three*

### **Weapons**

#### **Dispersion Cannons**

B: 92,87; 84,51; 45,15

#### **Doomsday Mines**

B: 81,51; 10,30

#### **Hellions**

B: 84,45; 31,64; 54,119

#### **Independence Missiles**

B: 81,53; 122,116; 20,67; 34,61;  
46,15

#### **Legion Missiles**

A: 99,121

B: 81,47; 34,64; 55,104; 57,105

#### **Rapid-Fire Lasers**

B: 84,53; 82,81; 29,45; 51,119

#### **Scorchers**

B: 81,45; 79,9; 44,15; 50,104

### **Weapons, continued**

#### **Sledgehammer Missiles**

A: 101,70; 70,66

B: 84,49; 120,88; 51,51; 13,41;  
45,14

#### **Viper Missiles**

A: 106,70; 105,120; 93,104

B: 84,47; 25,42; 44,14

### **Repair**

#### **Repair Droid 25%**

A: 93,105; 75,66; 15,53

B: 84,5; 122,118; 112,88; 13,42;

#### **Repair Droid 50%**

A: 98,119

B: 92,81; 29,42; 10,51; 46,14

#### **Repair Droid 100%**

B: 81,49

### **Energy**

#### **Energy Restore 25%**

A: 17,58

#### **Energy Restore 50%**

A: 98,2

B: 82,89; 25,45; 4,65; 66,119

### **SAM Sites**

A: 7,25; 11,87; 72,64; 75,64

B: 98,102; 104,103; 105,99;

111,103

*A = Located on surface (may be inside chamber if planet has underground areas).*

*B = Located underground (or inside a chamber if there are no underground areas).*

# Chapter Seven

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## MISSION: PIN POINT KRESH

Thanks to the arrival of Nyx in his supercharged fighter and the sabotage of the Jump Zone by Coyote, you're probably feeling a little shaky as you get ready to land on Kresh, one of the loveliest worlds you'll visit—and also one of the deadliest.

The Bions, never ones to respect the rights of any race or species, have hidden their nurseries amongst the sacred temples on Kresh. As your mission briefing makes perfectly clear, you *must not* shoot those temples! They're equipped with reactive shields that will turn the energy of a missile or laser back on the source. Destroy too many of them, and you'll destroy yourself.

### Mission One

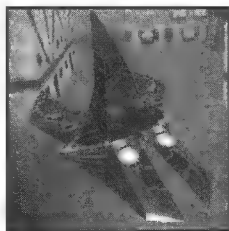
#### ***First Objective: Bion Hatchery***

Don't even think about using lasers during ground attacks here on Kresh: they're useless against both the Bion Hatcheries and the ionic turbines you'll be attacking. Stick with Valkyrie cannon or missiles unless you're dealing with fighters. And believe me, you *will* be squaring off against fighters. You're about to face some of the most overwhelming odds you've yet seen in terms of air combat.

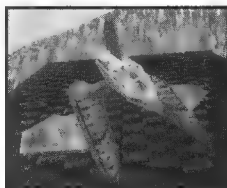
Crysallis and Leviathan fighters start popping up when you approach within about 190 distance units of the objective. Don't be deceived by their relatively small numbers here—it's going to get worse as you move along. Take your time (travel at half-throttle) reaching the objective. That way you'll avoid flinging yourself into the middle of a swarm of fighters.

# HELLBENDER

## *Bion Fighters and Enemies*



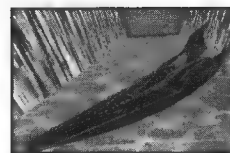
*Crysallis fighter*



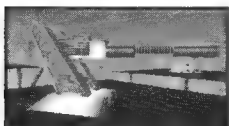
*Leviathan fighter*



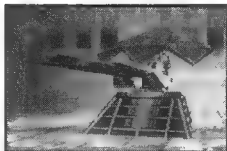
*Sand Crusher tanks*



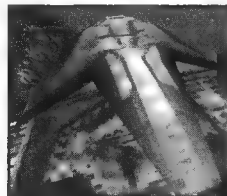
*Ka'tharian skimmers*



*Ground gun*



*Reflector gun*



*Bion frigate*



*Munitions Factory*



*Hatchery*



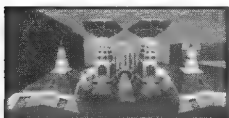
*Ionic Turbines*



*Cloning Facility*



*Druish Fortress*



*Genetic Research  
Facility*



*Genetic Repository  
and Storage Facility*



## CHAPTER SEVEN: KRESH



### Bion Fighters and Targets

Enemies and Weapons	Hit Points (Cannon/Laser/Missile)	Power-Up / Probability
Crysalis fighter*	2/11/2	Vipers / 10%
Leviathan fighter+	2/11/2	RFL-500 / 10%
Sand Crusher tanks	4/4/4 to 12/12/12	25% Repair / 10%
Ka'tharian skimmers	5/5/5	Scorcher / 10%
Ground gun	3/3/3 to 9/9/9	RFL-500 / 5%
Reflector gun	1/1/1	25% Energy / 5%
Morbot guard	16/16/16	RFL-500 / 10%
Kraaken	8450/8450/8450	100% Energy / 100%
Death Ankh	24414/24414/24414	None
*Mission 2: 11/2/2 and Sledgehammers / 10%; Mission 3: 11/2/2 and Legion / 10%		
+Mission 2: 2/11/2 and Vipers / 10%; Mission 3: 2/11/2 and 50% Energy / 10%		

### Installations and Targets

Bion frigate	16/32/8	Legion / 5%
Munitions Factory	20/20/20	None
Hatchery	40/invulnerable/40	None
Ionic Turbines	25/invulnerable/25	50% Energy / 5%
Druish Fortress	20/20/20	None
Genetic Research Facility	40/invulnerable/40	None
Genetic Repository & Storage Facility	20/20/20	None
Cloning Facility	40/invulnerable/40	None

# HELLBENDER

0 7 15 23 31 39 47 55 63 71 79 87 95 103 111 119 127

127

119

111

103

95

87

79

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63

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39

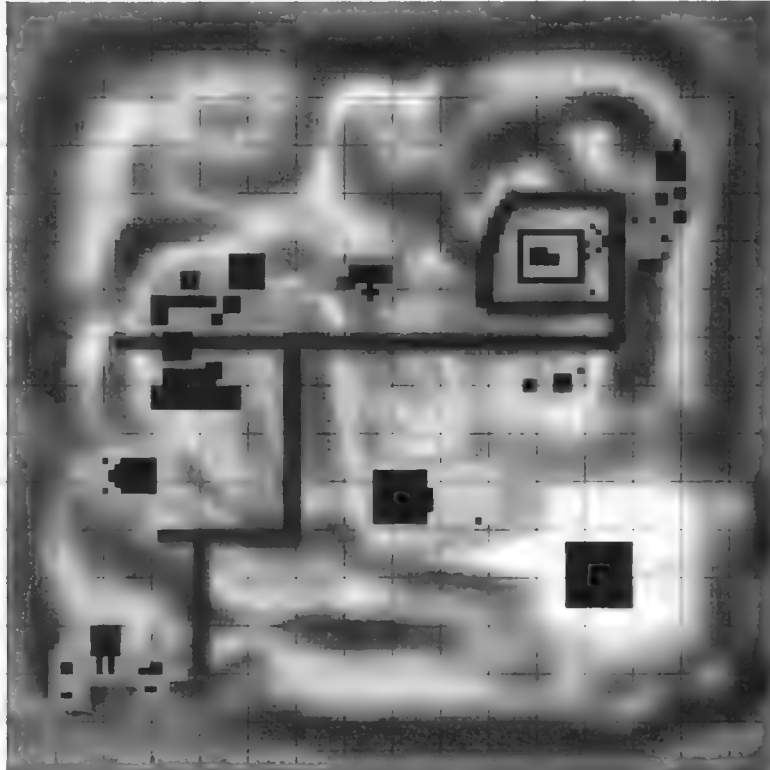
31

23

15

7

0



*Surface map of Kresh, Mission One*

**Tip:** Approach the first objective slowly and above the cloud cover. That will force at least the first few fighters to rise to meet you, which will give you the drop on them.

The base is laid out much the same as the bases on Iowah, with ground defenses (reflector guns and ground guns) forming a protective ring around the hatchery itself. Because the sacred temples where the Bions have hidden the hatcheries reach so high into the sky, the guns are at a perfect

elevation to tag you with laser and cannon fire as you attack the base. Don't be surprised when your Hull Integrity drops rapidly under the pounding delivered by the combined fighter and ground defenses.



Your best tactic is to pick off the guns from high altitudes, which allows you to hover in safety above the other guns and stationary ground targets.

### ***Second Objective: Transport Facility***

When you near the transport facility, the computer will target the hatchery first. Don't strike it yet; instead, blast the Bion frigates lifting off at 109,100. A single Sledgehammer takes care of each one nicely.

Luckily, there are very few fighters in the vicinity of the transport facility, so it's easy to avoid the fire from the Sand Crusher tanks and ground guns by staying at a high elevation. If you make sure your missiles don't stray and hit the sacred temples, you can expect little trouble here.

### ***Third Objective: Ionic Turbines***

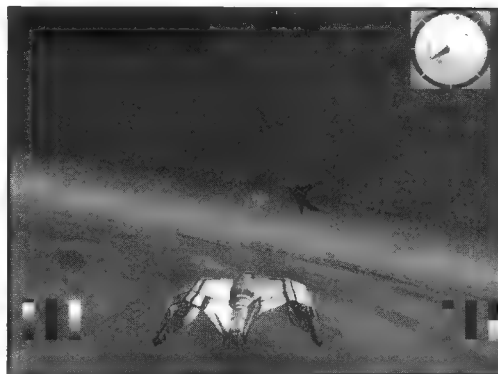
Fighter cover becomes a problem again at this objective. As you approach above the clouds, be ready to fire a Viper the instant you see the red brackets indicating an enemy fighter. Only after you're sure that you've brought down the bulk of the fighters should you assault the ionic turbines.

Sand Crusher tanks guard the turbines. While they can elevate their fire slightly higher than reflector guns or ground guns, they're still a relatively minor threat. The Sand Crusher tanks shouldn't slow your attack very much.

### ***Fourth and Fifth Objectives: Checkpoint Beta 17 and Munitions Factory***

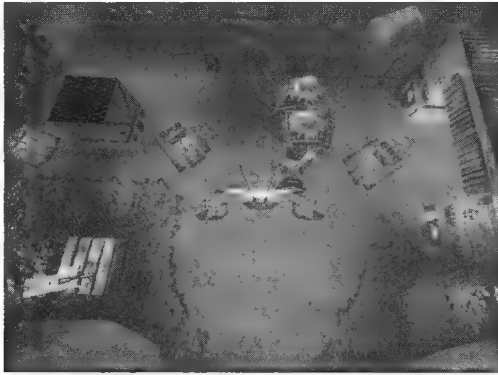
Ground guns will be spitting laser fire as you hit the checkpoint. Normally I'd suggest blasting them from their perches on the stone walls, but you've got much bigger Bions to fry. Let them be and move on to the munitions factory.

**Warning:** *You can always restore your hull to full strength by firing a Hellion—but be careful when you fire the missile! If the multiple warheads of the Hellion hit the sacred temples, their reactive shields will kick in, and it's bye-bye Hellbender!*

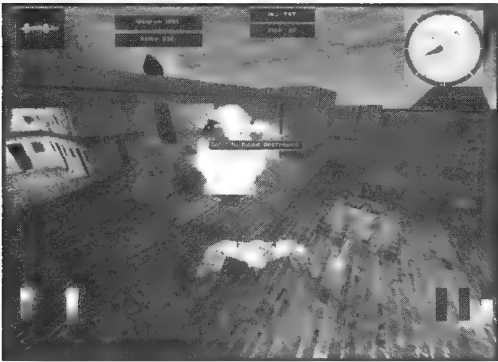


*The Bion fighters on Kresh have you severely outnumbered, but you can try to minimize the damage they inflict by staying above the clouds. If you dip below the clouds, you also run the risk of taking fire from ground defenses.*

# HELLBENDER



*Green and orange laser fire lights up the transport facility. Don't go any lower than this until you've knocked out most of the base defenses!*



*Sand Crusher tanks look imposing, but when it comes to training their sights on you, they're slow. I sat in front of this tank for 30 seconds before finally demolishing the ionic turbine, and I didn't receive a single hit.*

A dozen or so fighters will be waiting to jump you as you near the objective, although they don't gang up on you all at once. Use Turbo thrust to scoot out of the way of their laser fire. While maintaining nearly full throttle, use rudder control to perform a moving version of the "sit and spin" (see Chapter 3, "Basic Combat Techniques"). Don't even think about using lasers or cannons in this situation—you've got to bring these babies down in a hurry.

The munitions factory protrudes above the cloud cover. It's an impressive sight to behold, but the very thing that makes it beautiful also makes it dangerous. Ground guns and other defenses can fire through the cloud cover even if they can't see you, so don't lollygag and take any unnecessary damage. The safest technique involves a little overkill. Stay above the clouds, use Scorchers to destroy the munitions factory and hatchery found here, and take out the Sand Crusher tanks and ground guns. Finally, move in for a closer look. Before proceeding to the next objective, go to 71,45 and shoot the dark-colored wall to enter a chamber containing eight Weapons storage bunkers.

## ***Sixth Objective: Bion Hatchery***

This base is also very close to the cloud cover, but that isn't the obstacle it was earlier because it's surrounded by rolling

hills that you can use as shelter from ground fire. Add in the fact that it's protected by only two Sand Crusher tanks and a handful of fighters, and you have the makings of an easy attack run.



### ***Seventh Objective: Munitions Factory***

Once again Bion fighters will hound you en masse. Don't be stingy with your Vipers or slow on the trigger—a few hits can compromise your Hull Integrity. As always, before launching a ground strike, try to take out every fighter, whether it's following you or waiting for you near the munitions factory.

After the fighter cover, the only real dangers here are the temples. A stray missile strike against them can spell disaster, especially if you've already knocked one out by mistake earlier.

### ***Eighth Objective: Bion Base***

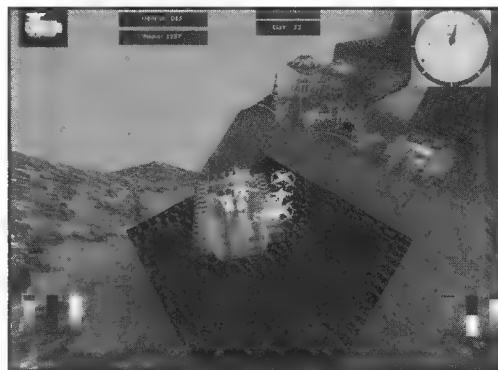
This base rises entirely above the cloud cover. It's much easier to deal with than the munitions factory, only half of which is above the cloud cover. A good tactic here is to load your Vipers and circle the base a couple of times, luring Crysallis and Leviathan fighters. Fire as soon as you see a red bracket.

When you're finished with the fighters, drop down a bit and move around the perimeter of the base, picking off the Sand Crushers that have been placed there. They're the base's only ground defenses, and once they've been eliminated, it's smooth sailing. Use Dispersion cannon on the hatchery, munitions factory, ionic turbine, and Druish fortress in order to save missiles.



*Use Scorcher missiles to destroy the munitions factory while avoiding deadly ground fire.*

**Tip:** Go through the building entrance at 28,67. Shoot the dark-colored wall at 32,65, and then move inside very quickly. (You'll be crushed, if you aren't careful.) Fire your lasers as you go in order to open a second door. Inside, you'll find a 25 percent Repair droid and a 100 percent Energy restore.



*Only two Sand Crushers guard the hatchery. Hover at a distance and exterminate them with Sledgehammers.*

# HELLBENDER

## *Coordinates for Power-ups for Kresh, Mission One*

### **Weapons**

#### **Hellions**

A: 63,47; 38,75

#### **Independence Missiles**

A: 65,46

#### **Legion Missiles**

A: 66,46

#### **Rapid-Fire Lasers**

A: 34,66; 36,62

### **Weapons, continued**

#### **Viper Missiles**

A: 62,48; 63,48

### **Repair**

#### **Repair Droid 25%**

A: 62,47; 111,93; 32,62

#### **Repair Droid 100%**

A: 64,46

### **Energy**

#### **Energy Restore 100%**

A: 62,42; 91,83; 27,62

*A = Located on surface (may be inside chamber if planet has underground areas).*

*B = Located underground (or inside a chamber if there are no underground areas).*

## ***Ninth Objective: Jump Zone***

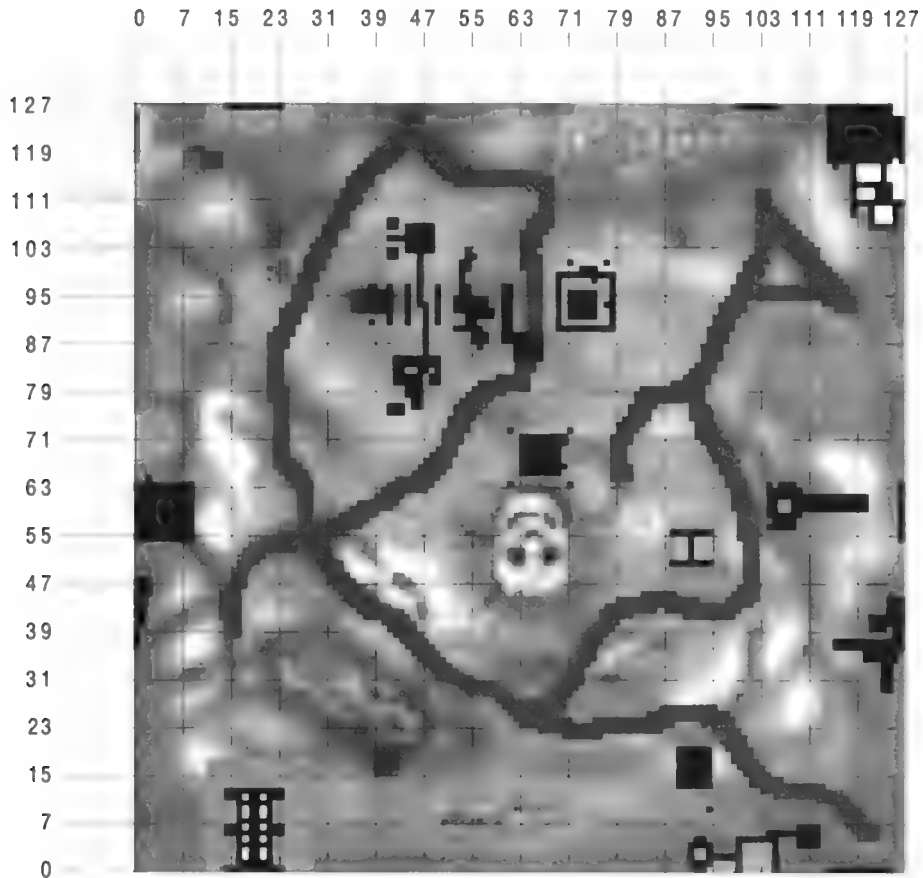
You didn't think the Bions would leave the Jump Zone unprotected by fighters, did you? Fortunately, there are only a few standing between you and the next mission, and if you've made it this far, you have nothing to worry about here.

## **Mission Two**

### ***First Objective: Hatchery and Storage Facility***

After being chased over half of Kresh by Crysallis and Leviathan fighters on the first mission, this first objective might seem like a leisurely stroll. You'll still encounter fighters, but probably only three or four at any one time. And because the base hatchery and storage facility aren't close to the cloud cover, you can easily hover high above and knock out the various tanks and guns positioned here.

There is one catch, though. The large numbers of ground defenses more than make up for the shortage of fighters. Sand Crusher tanks and ground guns have been positioned all around and throughout the base. What's more, the ground guns that were easily taken out with one blast from a fully charged Valkyrie or Dispersion cannon or a single Sledgehammer now require *four* cannon hits or *three* Sledgehammers to be destroyed on Hard difficulty.



*Surface map for Kresh, Mission Two.*

There's no need to obliterate every single ground gun or tank, but if you plan on snooping around the temples in search of Weapons storage bunkers, it's a good idea to remove as many defenses as possible.

Taking out the required targets isn't difficult if you stay high above the objective and check your Compass for any late-arriving fighters. There are a few Weapons storage bunkers scattered about the base, most containing 25 percent Repair droids; if you decide to go after them, check to make sure you aren't wandering into crossfire.

# HELLBENDER



Map of underground complex, Kresh, Mission Two.

**Tip:** On Kresh, some enemies that look alike have different hit points depending on the level. The only way to differentiate between a weak and strong version of a given enemy is by trial and error.

## ***Second Objective: Transport Facility***

Bion frigates will be lifting off, and your top priority should be destroying them. As soon as they come into sight, use Vipers to bring them down as quickly as possible. You can expect a number of fighters to show up to spoil your fun. This can turn into a serious

dogfight with so many Crysallis fighters circling you at once. You can almost count on scoring hits by firing your Valkyrie cannon continually as you twist and turn to face the enemy.





Matters become more manageable once you've dealt with the airborne enemies, though, and aside from the extra firepower required to knock out the ground guns, you'll have few difficulties taking out the remaining targets. Don't forget to scout around the area for Weapons storage bunkers before you head to the next objective.

### ***Third Objective: Genetic Research Facility***

This genetic research facility lies exposed on an open plain. There's little fighter cover, but a few Sand Crushers perched on hills overlooking the site can tag you with laser fire if you're not wary. Take the time to reconnoiter the area searching for those tanks. If you remove them from the picture, the rest of the targets here are sitting ducks for your Sledgehammers.



*They look the same as the ground guns you easily smashed during your first mission on Kresh, but these guns are much more resistant to your fire—it takes three Sledgehammers to destroy one on the Hard difficulty setting.*

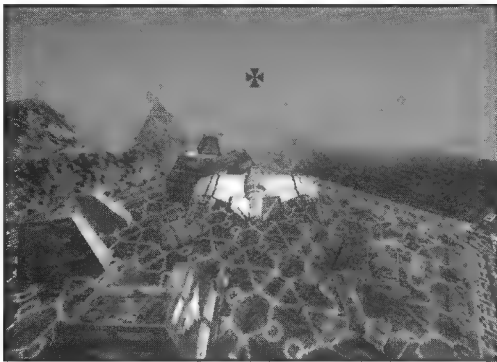
### ***Fourth through Sixth Objectives: Checkpoint Theta 12, Checkpoint Epsilon Erandi, and Enter Tunnel***

A few Sand Crushers dot the red landscape as you move through the checkpoints, but very few (if any) fighters will come out to challenge you. If you're extremely low on energy, you could use this respite to allow your Main Energy cell to replenish itself a bit. The process takes a fairly long time, but if you haven't left behind any easily retrieved Energy restores, it's better than nothing—and you'll be using some of that energy fueling the Hellbender's headlights in the dark, mazelike caves you're about to enter.

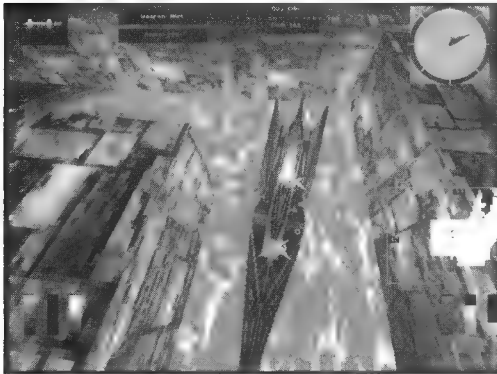


*As soon as you knock out the frigates at the transport facility, a large contingent of fighters will descend upon you.*

# HELLBENDER



*This genetic research facility has practically been abandoned by the Bions, at least in terms of defenses.*



*Ka'tharian Skimmers can pepper you with generator gun fire, but their range is so limited that about the only way you can take a hit is by wandering directly in front of them.*

## ***Seventh through Ninth Objectives: Checkpoint Alpha 7, Checkpoint Delta 21, and Checkpoint Gamma 13***

The gloomy caverns of Kresh are laced with canals and waterfalls—a rather fetching sight, if it weren't for the presence of ground guns and Ka'tharian Skimmers. The Ka'tharian Skimmer boasts an incredibly high rate of fire that can strike terror in the heart of even a veteran pilot.

But this formidable weapon has several weaknesses: you can safely hover above it, its Dispersion cannon doesn't do heavy damage unless it lands many hits, and its effective range is limited by the fact that it's waterborne—you almost have to bring the Hellbender down to the surface of the canal to take a hit. These caves are also home to an old friend: the ubiquitous Morbot guard.

## ***Tenth Objective: Genetic Storage Facility***

Getting into the chamber that's home to the genetic storage facility can be a frustrating experience, especially since there's a Chamber Switch in view at 127,122 as soon as the Objective display switches to indicate a target. Shooting that one will get you nowhere; you need to shoot the one at 126,118 instead. Two Morbot guards watch over the storage facility, but because they

have a limited firing elevation, you can avoid damage by climbing to the ceiling of the chamber and dispatching them with cannon fire or missiles.

## ***Eleventh Objective: Genetic Storage Facility***

The next objective is also hard to spot. The entrance is in the ceiling of a chamber at 100,12. But that's the only difficult part of this objective because



there are no defenses here. Before exiting, go to the entrance at 102,13 and travel down the tunnel to find six Weapons storage bunkers.

### ***Twelfth and Thirteenth Objectives: Checkpoint TRI and Exit Tunnel***

To get to Checkpoint TRI, you must pass through a hangar full of Morbot guards and Sand Crusher tanks at 119,53, but the hangar's ceiling is high enough for to cruise through unscathed. Once you reach the checkpoint, you'll be told to exit the tunnel at 90,54. If the exit isn't open, leave the way you came in—just fly over the 90,54 spot once you're outside. Be forewarned: a whole gaggle of fighters will be waiting at those coordinates to rip you apart.



*Morbot guards stand dutiful watch over the genetic storage facility at 123,122, but they're hardly a threat.*

### ***Fourteenth and Fifteenth Objectives: Checkpoint Sigma 17 and Bion Enzyme Repository***

The flight to Sigma 17 will be uneventful, save for the occasional harmless fire from a Sand Crusher. The base at 19,126 is similar to the first objective of this mission in that the ground defenses occupy positions both on land and on the temple roof. The chances are good you'll take at least one or two hits on the way in to the open-air chamber containing the repository.

The safest entry is probably through the openings in the roof—an approach made more appealing by the presence of several Weapons storage bunkers there. But it was upon leaving through that opening that I first encountered a deadly Bion tactic: a Crysallis fighter lazily circling around the dome of a sacred temple. When I fired a Viper at the fighter, it slammed into the dome. And that's a big no-no on Kresh.

**Tip:** *Even a guided missile can miss its mark, especially if it's locked on to a target dodging between structures. And if those structures are the domes of sacred temples, missing your target can lead to some very bad consequences. Try to use lasers when you're dogfighting close to temples.*

# HELLBENDER

## ***Sixteenth Objective: Transport Facility***

Three frigates will be lifting off when you show up. After you've disposed of them and a few fighters, the ground targets will be little more than a routine mop-up. Stay high enough to avoid ground fire, and look at the Compass occasionally to see if any fighters have arrived to harass you. There's nothing dangerous or unique about this objective, so relax—it's almost time to head home.

## ***Seventeenth Objective: Jump Zone***

Use the coordinates provided at the end of this mission to spot any Weapons storage bunkers containing Weapons or Restores you might need. You can also cruise around and destroy a few tanks in the hope that they leave behind a 25 percent Repair droid.

## ***Coordinates for Power-ups for Kresh, Mission Two***

<b><i>Weapons</i></b>	<b><i>Weapons, continued</i></b>	<b><i>Energy</i></b>
<b>Doomsday Mines</b>	<b>Viper Missiles</b>	<b>Energy Restore 25%</b>
A: 68,70	A: 41,17; 46,83;	A: 19,6; 19,1
<b>Independence Missiles</b>	B: 91,22	<b>Energy Restore 50%</b>
A: a81,24		A: 67,70
B: 89,21	<b>Repair</b>	B: 91,21
<b>Legion Missiles</b>	<b>Repair droid 25%</b>	<b>Energy Restore 100%</b>
A: 121,126; 68,68; 45,63	A: 44,82; 57,89; 66,69; 4,56; 103,2;	A: 46,63
B: 91,22	95,26; 70,27; 67,68; 23,86; 44,28;	
<b>Rapid-Fire Lasers</b>	11,118; 11,117	
A: 13,117; 71,92	B: 90,21	
<b>Scorchers</b>	<b>Repair droid 50%</b>	
A: 68,52	A: 72,96	
B: 89,22	<b>Repair droid 100%</b>	
<b>Sledgehammer Missiles</b>	A: 121,124; 47,63	
A: 120,123; 13,118		

*A = Located on surface (may be inside chamber if planet has underground areas).*

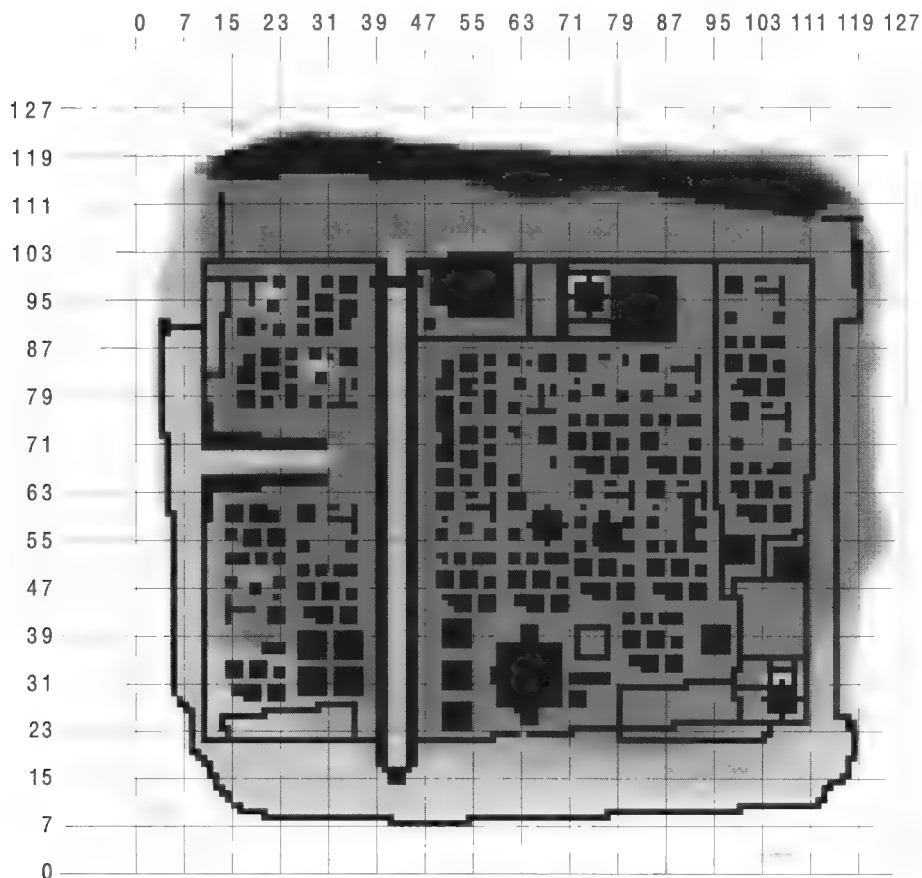
*B = Located underground (or inside a chamber if there are no underground areas).*



## Mission Three

### *First Objective: Base and Transport Ships*

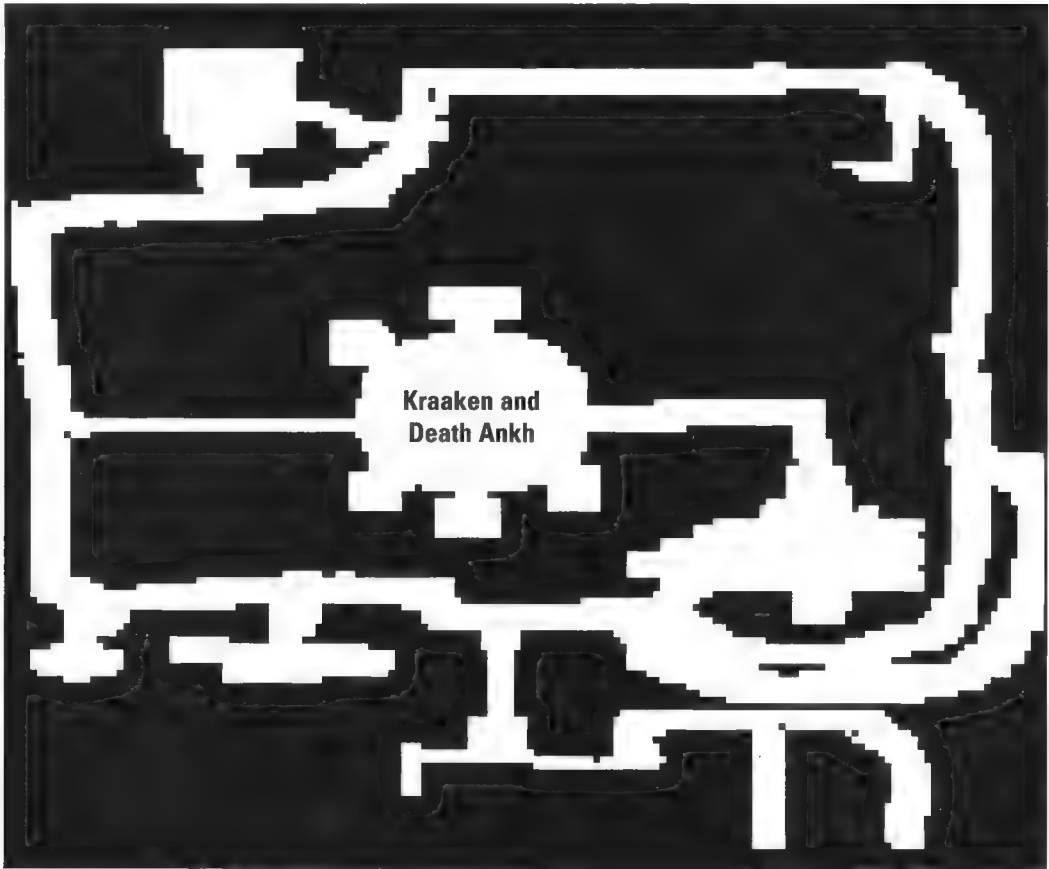
The good news here is that the objective is less than 100 distance units away from your starting point. The bad news is that Crysallis and Leviathan fighters will attack you almost immediately from the rear. Use this foreknowledge to hit Turbo thrust as soon as the mission begins, heading in a northwesterly direction



*Surface map of Kresh, Mission Three.*

Microsoft

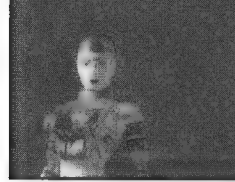
# HELLBENDER



*Map of underground complex, Kresh, Mission Three.*

for around 50 distance units. Then turn around and fire Viper missiles—and don't forget to watch for other fighters that may attack from different directions.

Three Bion frigates will be lifting off with a terrible cargo: genetic samples that will undoubtedly be used in the creation of Furies. A few Sledgehammers or Vipers will put an end to that experiment, though, and once they're gone, you can turn your attention to the hatchery that produced the samples, destroying it completely. Before you head to the checkpoint, open the Weapons storage bunker at 34,33 to retrieve (or mark for later use) a 100 percent Energy restore.



### ***Second and Third Objectives: Checkpoint Alpha 22 and Checkpoint Beta 20***

The sight that looms before you as you near Checkpoint Alpha 22 is disheartening. It's a huge, black fortress, and if the flock of fighters that rise from the ground around it are any indication, it must guard an important piece of Bion real estate. As soon as you see the first fighter approaching, head through the cloud cover at full throttle, and then use the Cockpit view rear to fire Vipers at the fighters following you. As you look back, you'll see reinforcements rise to join the fray; just keep looking back and firing Vipers, making sure to switch targets after launching each one. Droopy Doomsday mines will also work.

### ***Fourth Objective: Hatchery and Storage Facilities***

Stay above the clouds until you reach the objective. Once you're there, hover for a few seconds to see if any more fighters appear. The targeting bracket will show up (allowing you to fire a Viper) before they can spot you.

The base, though large, is pretty standard fare for Kresh, with the usual assortment of ground guns and reflector guns (no tanks here, but those Sand Crushers aren't much to worry about anyway). You might be running low on Sledgehammers if you've been using them for ground attacks; if so, use the Valkyrie cannon or Legion missiles to destroy the hatchery and storage facilities. (Don't waste the multiple warheads of the Legion on any targets that require only one or two missiles.)



*If you don't use Turbo thrust as soon as the third mission begins, you'll be pounced upon by three Bion fighters.*



*Bion fighters keep rising through the green-gray skies of Kresh to halt your advance on Checkpoint Beta 20. Don't fret. It only takes one Viper to bring down each one of these birds.*

# HELLBENDER



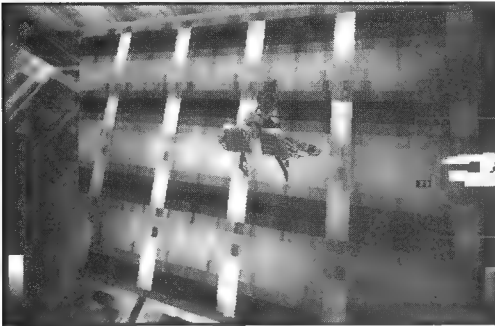
*Legion missiles are ideal for use against cloning facilities because it takes four Sledgehammers to do the same job.*

The most disturbing part of this objective isn't the defenses. It's when you destroy a target and find out it's a cloning facility. The Bions aren't just doing a little gene splicing—they're making exact duplicates of something. Maybe—just maybe—you'll find out what it is on this mission...

## ***Fifth and Sixth Objectives: Checkpoint Toro 7 and Ionic Turbine***

Another checkpoint, another fortress, but this time the fighter contingent guarding the area isn't quite as large. You'll spot a large number of ground guns on top of the light

gray fortress. Just beside the fortress is a temple with a lower level that looks as if it might contain Weapons storage bunkers. It doesn't, so don't waste any ammo on them. Move on to the next objective—which is a single, lonesome ionic turbine with no defenses.



*Crysallis fighters have been given underground duty on Kresh, so approach large open chambers with caution.*

## ***Seventh Objective: Genetic Storage Center***

You have to take out several cloning facilities at this sprawling objective. Use Legion missiles (you probably found a few left over by destroyed Bion fighters as you fought your way to this point) to smash hard targets, but be careful—Legions will also target the domes of sacred temples.

## ***Eighth and Ninth Objectives: Enter Tunnel and Checkpoint Gamma 4***

To enter the tunnel, you must plunge alongside a huge waterfall that feeds the

canals under the surface of Kresh. The Gamma 4 checkpoint is just about dead ahead after you enter—follow the water flow and you can't miss it. Once you





reach the checkpoint (where the waterfall feeds a small pool), pull back on the stick and climb to reach the main area of the complex.

### ***Tenth Objective: Genetic Storage Center***

Morbot guards block your path in the close confines of the caves under Kresh, but if you keep your Headlights on you'll spot them in plenty of time to take them out with cannon or missile fire.

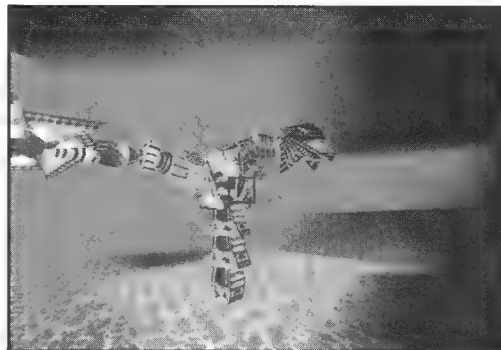
You approach the genetic storage center through a tunnel; as you exit the tunnel and move into the chamber where the storage center is located, a Crysallis fighter will open fire on your left. Dispatch it, and then use Legion missiles on the two buildings comprising the storage center.

### ***Eleventh Objective: Lair of the Kraaken***

Leave it to the Bions to create a weapon designed on Terran mythology: they must adhere to the idea that myths are part of humanity's collective unconscious and will therefore frighten whoever is piloting the Hellbender. Guess they weren't counting on facing you, were they?

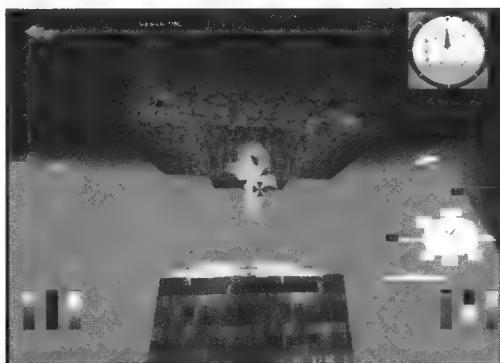
To reach the Kraaken, head west after leaving the genetic storage center, and then veer right when you reach the fork at 13,16. At 5,46 you'll see a Chamber Switch. Shoot it, and then move quickly inside before the doors slam shut on you. There you'll find another Chamber Switch. Shoot it, and then proceed down the narrow passageway—you're about to tangle with the Kraaken. And that's not all. A green strength bar labeled Death Ankh appears at the bottom of your HUD, which means that this weapon or monster probably isn't alone.

The Kraaken will be circling a huge tower that stretches to the top of an expansive chamber. Don't fire your missiles when the Kraaken is blocked from view by the tower. Wait until it's in plain sight, and then start firing Legion missiles as fast as you can squeeze the trigger. Be ready to activate your Cloaking device as soon as you hear a missile lock. Keep firing the Legions, and the Kraaken will take its place in history, once more in less than 30



*The Kraaken is armed with guided missiles, but if you pound it with Legion missiles from the moment it looms into view, you should be able to destroy it in short order.*

# HELLBENDER



*The Death Ankh.*

shoot all the Chamber Switches around the perimeter of the room; in most cases, this opens a door that reveals a small room containing a Weapons storage bunker and another Chamber Switch guarded by a ground gun. Enter each smaller room, destroy the ground gun, open the Weapons storage bunker, and then shoot the Chamber Switch. Don't shoot the switch inside the small room



*As you move between objectives at the end of this mission, you'll encounter fighters, Morbots, tanks, and ground guns, but never in enough numbers to cause you any problems.*

seconds. Of course, if you do have problems, don't hesitate to fire a Hellion missile to bring your Hull Integrity up to full strength!

## ***Twelfth Objective: Death Ankh***

The Death Ankh is another blast from Terran's past, only this time it's not based on a myth: ankhs are very real. What a *Bion* Death Ankh might do, on the other hand, is another story...

The Death Ankh is hidden in the huge tower the Kraaken was circling. To reveal it, shoot all the Chamber Switches around the perimeter of the room; in most cases, this opens a door that reveals a small room containing a Weapons storage bunker and another Chamber Switch guarded by a ground gun. Enter each smaller room, destroy the ground gun, open the Weapons storage bunker, and then shoot the Chamber Switch. Don't shoot the switch inside the small room at 47,56 until last; this opens the tower in the middle of the chamber housing the Death Ankh. The Death Ankh doesn't fire at you so destroying it is only a matter of time.

## ***Thirteenth through Eighteenth Objectives: Checkpoints Delta 8, Sigma 14, Tango 12, Omega 6, JRS 30, and Exit Tunnel***

Delta 8 is in the same chamber as the Death Ankh; to reach Sigma 14, use the exit found at 69,47. Shoot the Chamber Switch at 98,36 and proceed down the passageway, blasting the Morbot waiting for you once you pass through the door. Crysallis fighters, Sand Crushers, and ground guns will be lurking in the tunnels, though, so be



ready to toast them with cannon or laser fire. (You'll probably want to conserve missiles at this point.) By now, you should be ready to leave Kresh—and you don't have long to wait!

Finding all the checkpoints can take a little time, but if you keep the Map display up you shouldn't meet with too much frustration—until you try to leave JRS30. You have to shoot a panel in a wall at 77,126 to clear a path through to the exit.

### ***Nineteenth Objective: Jump Zone***

Whew! After all that, there's only one thing to do: get to the Jump Zone and get there quickly. You deserve a rest before resuming the assault on the Bions—unless they're working on something so deadly that there's no time to waste...

### ***Coordinates for Power-ups for Kresh, Mission Three***

<b><i>Weapons</i></b>	<b><i>Weapons, continued</i></b>	<b><i>Energy</i></b>
<b>Dispersion Cannons</b>	<b>Super Weapon Piece 4</b>	<b>Energy Restore 25%</b>
A: 60,34	A: 58,99	A: 60,33
B: 56,30	<b>Viper Missiles</b>	<b>Energy Restore 50%</b>
<b>Doomsday Mines</b>	A: 51,27; 51,26; 67,38	A: 34,32; 62,38
A: 64,38	B: 57,31	<b>Energy Restore 100%</b>
<b>Hellions</b>	<b>Repair</b>	A: 34,33
A: 66,38		B: 61,50
<b>Independence Missiles</b>	<b>Repair Droid 25%</b>	
A: 34,38	B: 43,58; 57,64	
<b>Legion Missiles</b>	<b>Repair Droid 50%</b>	
A: 34,40; 65,38	A: 105,30; 34,34; 63,38	
<b>Sledgehammer Missiles</b>	B: 110,24; 69,34	
A: 61,38	<b>Repair Droid 100%</b>	
B: 69,34	B: 45,34	

*A = Located on surface (may be inside chamber if planet has underground areas).*

*B = Located underground (or inside a chamber if there are no underground areas).*



# Chapter Eight

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## MISSION: STEEL FORGE CHIMERA

Ambassador Ch'oe's briefing for this mission is somewhat confusing. He begins by telling you of grave-robbing at Helconia National Cemetery, and then abruptly drops that subject to inform you of the Bions' biogenetic experiments on Chimera. You find it troubling that someone would want to disturb the resting places of heroes from the Bion Wars, especially the grave of revered weapons designer Felix Wannamaker III, but this sort of thing really shouldn't come as a shock. The antimilitaristic forces on Terran have ostracized you for years. Why would they hesitate to desecrate a memorial to the people who fought the Bions?

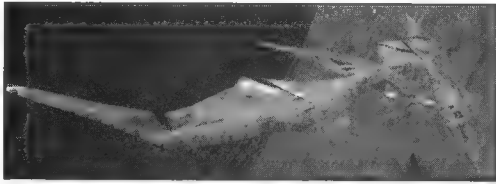
Then again, perhaps it wasn't the peaceniks after all...

### Mission One

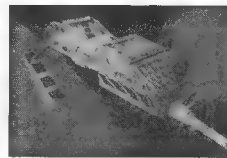
If you thought fighter cover on Kresh was a nightmare, you ain't seen nothin' yet. The bright red skies of Chimera will fill with fighters as soon as your presence is detected on this first mission, and two of these fighters—the Mesquito and the Hammer—are so fast and agile, you'll be forced to use Vipers or Legions where normally you'd try to duke it out with cannon or laser fire. Oh, did we forget to mention that the Bions have also plopped down SAM sites near many of the objectives? Use the coordinates listed at the end of this section to learn the location of the SAM sites. Stay clear of those areas until you're ready to tangle with them.

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# HELLBENDER



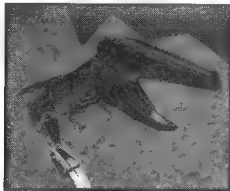
*Pterodactyl Swoop 370*



*Mesquito fighter*



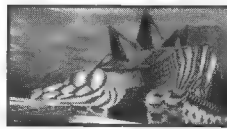
*Hammer fighter*



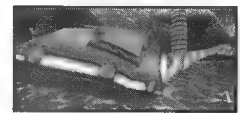
*T-Rex 200*



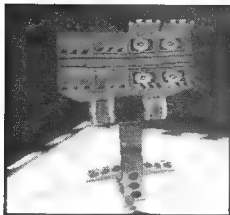
*Ground gun*



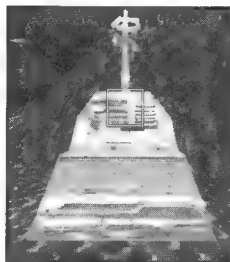
*Stegosaurus Attack Unit*



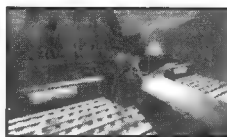
*Bronto Attack Unit*



*SAM Site*



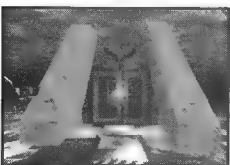
*Atmospheric Conversion Processor*



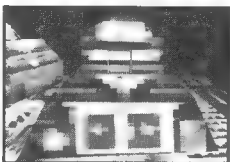
*Mutagenic Research Factory*



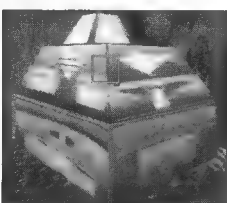
*Generator*



*Bunker Entrance*



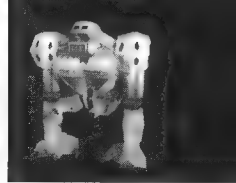
*Hangar Bay*



*Base Control Center*



*Observation and Communication Tower*



## Bion Fighters and Targets

Enemies and Weapons	Hit Points (Cannons/Lasers/Missiles)	Power-up / Probability
Pterodactyl Swoop 370	16/16/16	None
Mesquito Fighter*	8/2/2	RFL-500 / 10%
Hammer Fighter+	8/2/2	Vipers / 10%
T-Rex 200	16/256/16	None
Ground Gun	2/2/2	25% Energy / 10%
Stegosaurus Attack Unit	10/10/10	None
Bronto Attack Unit	10/10/10	None
SAM Site	6/4/8	Vipers / 20%
(Not Pictured) Robotic Simian Guard	300/4800/600	100% Energy / 100%
(Not Pictured) Nyx	5000/3333/1000	None
*Mission 3: 2/2/2 and Vipers / 10%		
+Mission 3: 2/2/2 and RFL-500 / 5%		

## Installations and Targets

Atmospheric Conversion Processor	16/16/16	None
Mutagenic Research Factory	50/50/50	50% Energy / 5%
Generator	25/25/25	50% Energy / 10%
Bunker Entrance	10/10/10	25% Repair / 5%
Hangar Bay	40/40/40	None
Base Control Center	20/20/20	None
Observation and Communication Tower	25/25/25	None

## First Objective: Biogenetic Storage

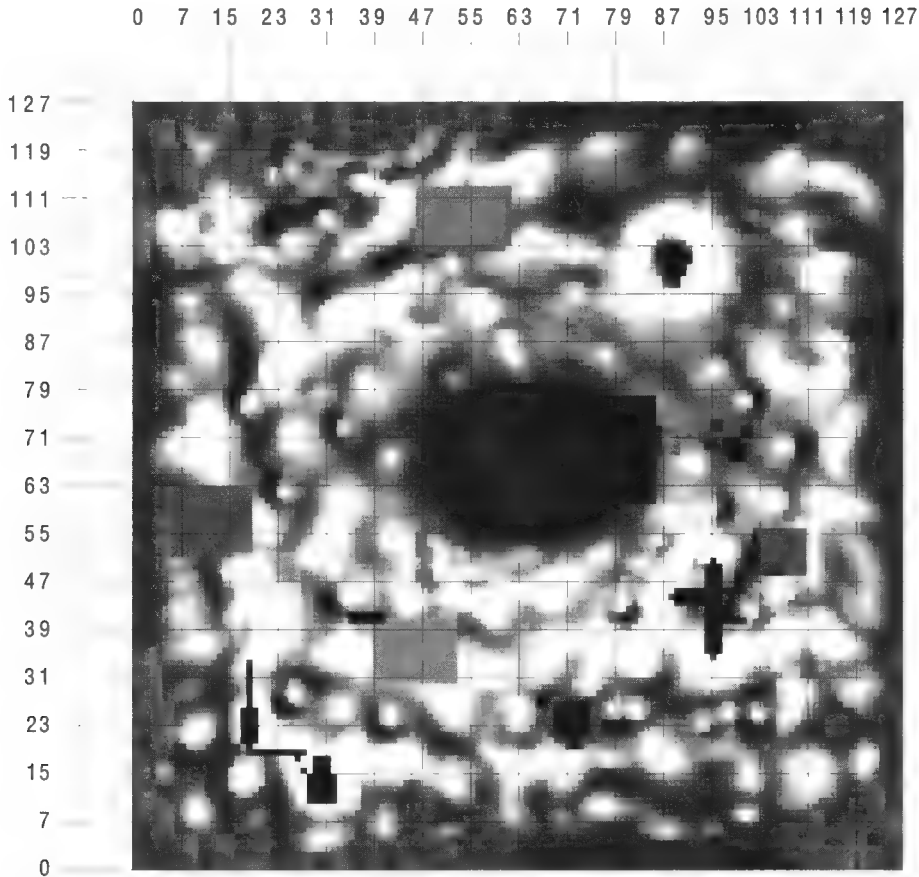
Head in a straight line for the first objective, and when you draw within 115 distance units, you'll see the first wave of Bion fighters. They're Pterodactyl Swoop 370s, just one example of the biogenetic mutations the Bions have been busy developing on Chimera.

If you follow my instructions and move toward the first objective in a straight line, you'll cross over a mountain peak and find yourself above the cloud cover. Stay above



Remember that harmless dragon you saw back on Iowah? His cousins on Chimera are considerably more advanced.

# HELLBENDER

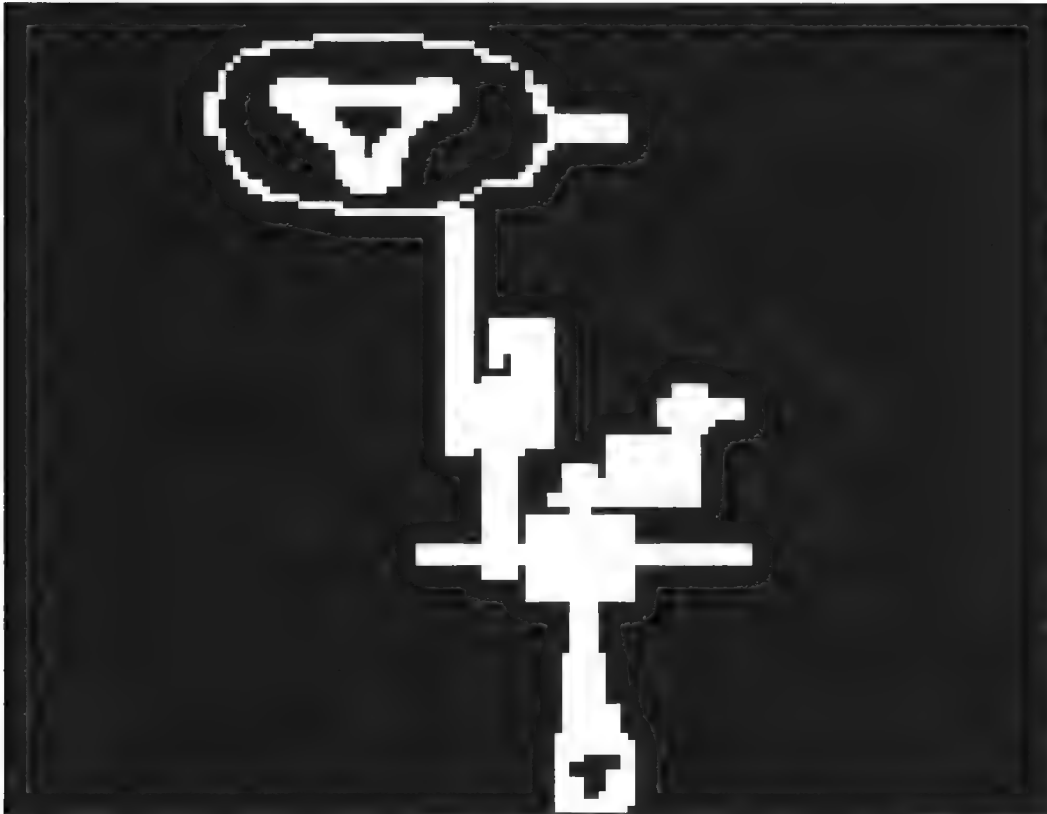
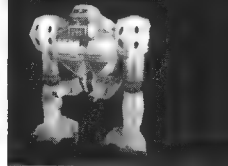


*Surface map of Chimera, Mission One.*

the clouds, letting the fighters come to you. Don't move brazenly toward the objective—there are SAM sites above and below the clouds.

As you hover at the mountain, you'll see above the cloud cover a Bion base whose center is located at 96,42. Go ahead and destroy this base now, before continuing to the first objective. The first step in that process is eliminating the SAM site sitting on a peak at 87,40. Use a Scorchier to attack from a distance, or activate the Cloaking device and move in for a cannon kill. Once the SAM site is gone, the base is essentially defenseless—a rare occurrence on Chimera. You might hear a SAM locking on as you move about the base, but if you stay over the base itself, you won't get hit. Now you can move to the first objective.





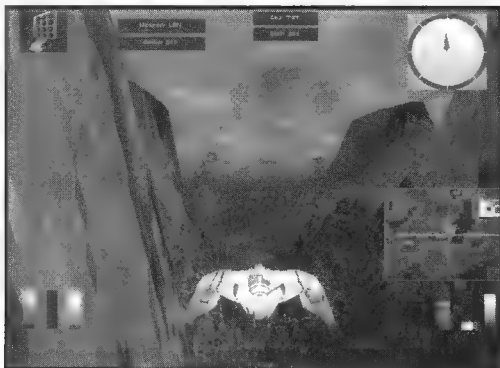
*Map of underground complex, Chimera, Mission One.*

You have one factor in your favor here: the base at your first objective is surrounded by mountains, so you can poke your nose over the edge and fire Legions with little danger of taking return fire. For some reason, Scorchers are ineffective against the mutagenic research facility. You must make sure that the SAM site at 101,58 is taken out before you move in to retrieve any power-ups that may have been left behind by destroyed Bions.

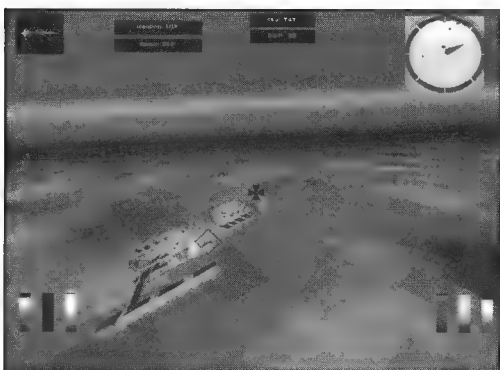
While you're here, go ahead and take out another SAM site that'll cause you problems later. Move directly north from 101,58 to 101,61—you'll see SAMs

**Tip:** Use the craggy mountains of Chimera to guard against fighter attacks from the rear. If you are attacked, move the Hellbender up against the side of a mountain, and then turn around and face the enemy.

# HELLBENDER



*You can destroy many of the targets at the first objective from a distance by using Legion missiles.*



*The Mesquito fighter may look like a shuttle craft from "Star Trek," but its appearance is deceiving. Despite its boxy shape, the Mesquito is remarkably agile and quick.*

slamming into the mountain very close to you. Load your Scorchers and start firing at every target possible until you no longer hear the SAMs being fired, and then move down to 111,70. You'll find two 50 percent Energy restores and two 25 percent Repair droids. (The SAM site may leave behind Vipers, too.)

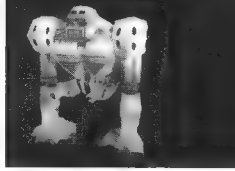
## ***Second Objective: Biogenetic Storage Facility***

Climb above the cloud cover and travel in a straight line from 111,70 to the second objective—with the arrow on the Compass pointed at 12 o'clock exactly—or you'll run the risk of passing over a base guarded by four SAM sites. You'll be dealing with SAM sites soon enough anyway!

Fighters will pop up continuously as you approach the objective—use Vipers as soon as you see fighters, and constantly check your rear to see if any are following you. One tactic is to move 30 or 40 distance units, stop, destroy any fighters that appear, and then move again. Unless a SAM locks on and hits you, stay above the cloud cover until no more fighters approach.

You could very easily stay above the clouds and use Legions or Scorchers to take out the targets, but those missiles will also

target Weapons storage bunkers—and it's a waste to use a guided missile on a bunker! So take a deep breath, activate the Cloaking device, hit Turbo thrust, and head for the SAM sites (106,4; 94,1; 94,126; 78,1; 78,126) with Valkyrie cannon blazing. Be especially careful when attacking the SAM sites guarded



by Stegosaurus attack units—unlike the ground guns on other planets, these guys can aim upward.

As soon as the SAM sites are destroyed, seek cover under the runway of the base—a horde of fighters will come to protect the base as soon as you break through the clouds. Use Vipers to pick them off one by one, and then proceed with the ground attack. When you're through, go to 103,122 to pick up your reward for a job well done—12 Weapons storage bunkers!

### ***Third Objective: Research Facility and Support Buildings***

Hammer and Pterodactyl fighters guard this objective, but their numbers are fairly small—you should have no trouble dealing with them. The base is defended by only one ground gun. You'll be through here before you know it.

### ***Fourth Objective: Ground Operations Base***

The ground operations base is split into two different sites. There are a lot of buildings at both bases, but only three ground guns protecting each one—and since ground guns can only elevate their fire slightly, you can knock them out easily by hovering above them and firing your Valkyrie cannon. Use the Dispersion cannon on all the buildings. Remember: destroy every structure! You'll have to deal with fighters, of course, so keep an eye on the Compass as you go about your work here.

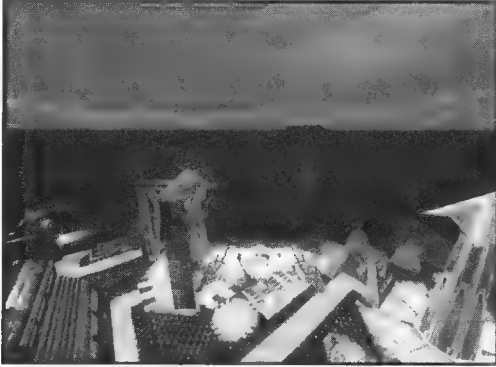


*The Woolly Mammoths you see on Chimera are simply window dressing, but beware the Stegosaurus attack units. They can pound you with laser fire. And the fact that they can aim upward to target you as you fly overhead makes them even deadlier.*

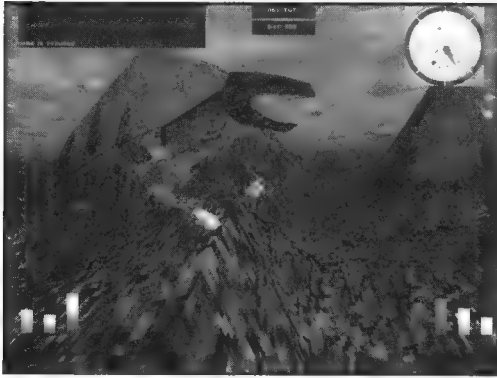
**Tip:** *Destroy every building at each objective on Chimera. The Navigation computer will initially mark only certain buildings at a base as targets, only to send you back later to finish off the rest.*

**Warning:** *Some fighters—especially Pterodactyls—will still show up as red blips on the Compass even after they've been destroyed by a Viper. That's because they're tumbling to the ground. Don't waste missiles on dead fighters!*

# HELLBENDER



*The ground operations base is large, but very lightly defended.*



*The T-Rex 2000 is only dangerous if you fly very low to the ground.*

## ***Fifth Objective: Transport System Staging Area***

As you head toward the staging area, you'll run across T-Rex 2000s. They're an awesome sight, to be sure, but they pose no threat as long as you stay above them.

The staging area is one tough nut to crack. There are several SAM sites to deal with, and the fighter cover is pretty intense. It's a good idea to try to take out a few targets from a distance. When you approach within 70 distance units or so, stop and hover, and then load Legion missiles and destroy as many targets as possible from there.

But you're going to have to move in for some close action in order to complete the objective, and the first order of business is knocking out those SAM sites. Activate your Cloaking device and move at full throttle to 67,63 (fire a Hellion if you don't have enough energy in the Main Energy cell to stay cloaked for more than a few seconds) and take out the SAM. Next, duck into the huge hole in the middle of the staging area and pull up to the wall that forms the perimeter of the hole; from there, you can point the Hellbender upward and

target enemy fighters with Viper missiles.

Once the majority of the fighters have been eliminated, you can move out of the hole and proceed with the attack on the staging area, but stay alert for the arrival of more fighters.

## ***Sixth and Seventh Objectives: Enter Tunnel and Biogenetic Factory***

You'll hear the whine of a SAM locking on as you move toward the entrance of the tunnel leading to reach the biogenetic factory. The culprit is at 88,75. To enter the tunnel, dive through a lava lake; two fighters are on the other side. If

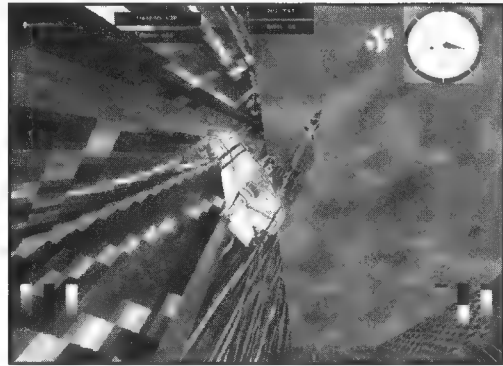


you target one with a Viper before going through the lava, you might be able to take it out. When you reach the tunnel, you'll find that more Pterodactyl fighters have been placed at intervals inside. Have your Vipers armed and ready as you approach the objective.

The factory is easy to locate—just go dead ahead until you see a Chamber Switch. And it's pretty easy pickings, too. You'll have to deal with only a single fighter and a couple of ground guns.

After you've annihilated the factory, go to the passageway whose entrance is at 99,21. It leads to a room with ten Weapons storage bunkers. There are ground guns protecting the area, but if you bring your ship just to where you can see them you can take out at least one of them, with your Valkyrie cannon.

Exit the chamber and travel due west, and then turn north at 79,4. You'll find another base similar to the one you just left, also guarded by ground guns and a single fighter. Demolish the base and open the Weapons storage bunkers, and then go east to 82,26 and turn left. When you hit a dead end, turn around and point the ship up to locate a platform with ten more Weapons storage bunkers. Four ground guns stand between you and the bunkers, but if you use Turbo thrust to reach the top of the chamber, you probably won't take many hits.



*Duck into the large hole in the middle of the staging area. From there you can destroy Bion fighters with Viper missiles while suffering minimal damage.*

**Warning:** Pterodactyl fighters will often get off a shot or two as your Viper missile heads toward them. To avoid being on the receiving end of this legacy, move to the left or right after firing the Viper.

### ***Eighth, Ninth, and Tenth Objectives:***

#### ***Lava Tunnel Surface Exit, Final Checkpoint, and Jump Zone***

A fighter or two will be waiting for you at the exit, but they're too smart to dip down in targeting view—use Turbo thrust to zoom past them, and then destroy them with Viper missiles. The final checkpoint is near the staging area. Reaching it should pose no challenge, since you thoroughly cleaned it out earlier. After that you will have a fairly uneventful trip to the Jump Zone.

# HELLBENDER

## Coordinates for Power-ups for Chimera, Mission One

### Weapons

#### Dispersion Cannons

A: 31,13; 16,53; 17,53; 17,54;  
102,123; 103,121  
B: 102,25; 94,20; 92,20; 83,36;  
81,36; 79,36

#### Doomsday Mines

A: 3,96; 14,56; 101,122  
B: 102,26

#### Hellions

A: 31,12; 15,56

#### Independence Missiles

A: 120,89; 16,56  
B: 100,26; 99,26; 82,35; 80,35

#### Legion Missiles

A: 32,13; 18,53; 18,54  
B: 100,28; 99,28; 83,35; 79,35

### Weapons, continued

#### Rapid-Fire Lasers

A: 0,92; 0,88; 0,90; 104,122  
B: 78,24; 78,29

#### Sledgehammer Missiles

A: 19,23; 19,24; 102,121; 103,123  
B: 81,35

#### Viper Missiles

A: 68,66; 66,60; 30,13; 14,55;  
103,122; 102,122

### Repair

#### Repair Droid 25%

A: 112,71; 110,71  
B: 98,24; 97,24

#### Repair Droid 50%

A: 120,91; 32,12; 14,54; 17,56;  
101,123; 104,121  
B: 82,36

### Repair

#### Repair Droid 100%

A: 126,65

### Energy

#### Energy Restore 25%

A: 122,91; 122,89  
B: 103,25; 103,26

#### Energy Restore 50%

A: 112,69; 110,69; 30,12; 14,53;  
18,56; 101,121; 104,123  
B: 80,36

#### Energy Restore 100%

A: 125,65

### SAM Sites

A: 106,4; 101,58; 94,126; 94,1;  
124,85; 88,75; 87,40; 78,126; 78,1;  
67,63; 110,68; 2,97; 2,85; 4,95;  
16,54

*A = Located on surface (may be inside chamber if planet has underground areas).*

*B = Located underground (or inside a chamber if there are no underground areas).*

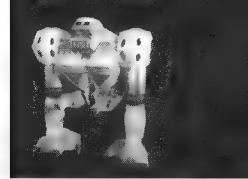


*Apparently, the Bions didn't think you would make it this far: the cloning facility has hardly any fighter cover.*

## Mission Two

### First Objective: Biogenetic Factory

Thankfully, the number of fighters deployed at most of the objectives on the second mission doesn't approach what you had to face on the first outing. The main danger at the first objective is a SAM site at 88,17. Once it has been destroyed, you can hover over the base and use Vipers to pick off the few fighters that challenge you.



After completing the objective, hop over to the base at 85,29 and destroy every structure and piece of equipment—you might as well do it now, while you're fresh—then go to 91,38 and shoot the hidden door to reveal a chamber with four Weapons storage bunkers. On your way out, drop by the SAM site at 98,45 and get rid of that pain in the neck before moving to the second objective.

### ***Second Objective: Cloning Facility***

Be on the lookout for the SAM site at 74,60—you'll run right into it if you head directly for the cloning facility from the last SAM site. The defenses at the objective itself are sparse—maybe six or seven fighters and a few ground guns—and you'll probably be finished here before you even break a sweat. If you've been using Sledgehammers to destroy ground targets, you might want to switch to the Dispersion cannon to conserve your rockets.

### ***Third Objective: Transport System Staging Area***

The staging area is split into two distinct bases, one at 100,3 and another at 122,70. Except for a SAM site at 112,7, the first base is nearly defenseless unless you count a few ground guns positioned atop a hangar. Once you've hit all the ground targets at this first base, arm the RFL and blast all the Bion fighters parked in a neat row on a runway outside the hangar—there's no sense in giving them a chance to take off, and there's always the chance that one or two of them will leave behind a power-up. Don't bother going all the way down the long runway, though; you'll be back again soon enough.

The second part of the staging area is just as much of a pushover as the first one. It too is protected by a SAM site (117,70) and a few ground guns, all of which are easily dealt with. The lack of significant fighter cover makes it all the easier.

### ***Fourth Objective: Power Plant and Base***

Another objective, another walk in the park. The only real threat here is the SAM site at 123,44. After it's gone, you can hover above the base and wait for the few fighters that show up. Destroy everything you see, and then head out for the next objective.

### ***Fifth Objective and Sixth Objectives:***

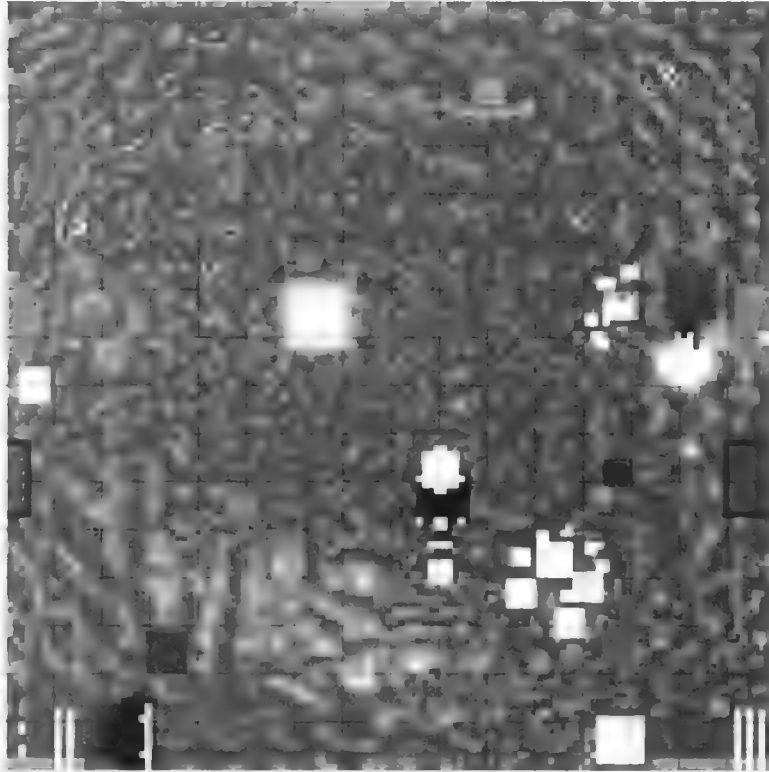
#### ***Underground Hangar and Underground Distribution Center***

A pair of SAMs (23,2 and 23,8) guard the entrance to the underground hangar, so make sure you have enough energy to activate Cloaking for a good five or

# HELLBENDER

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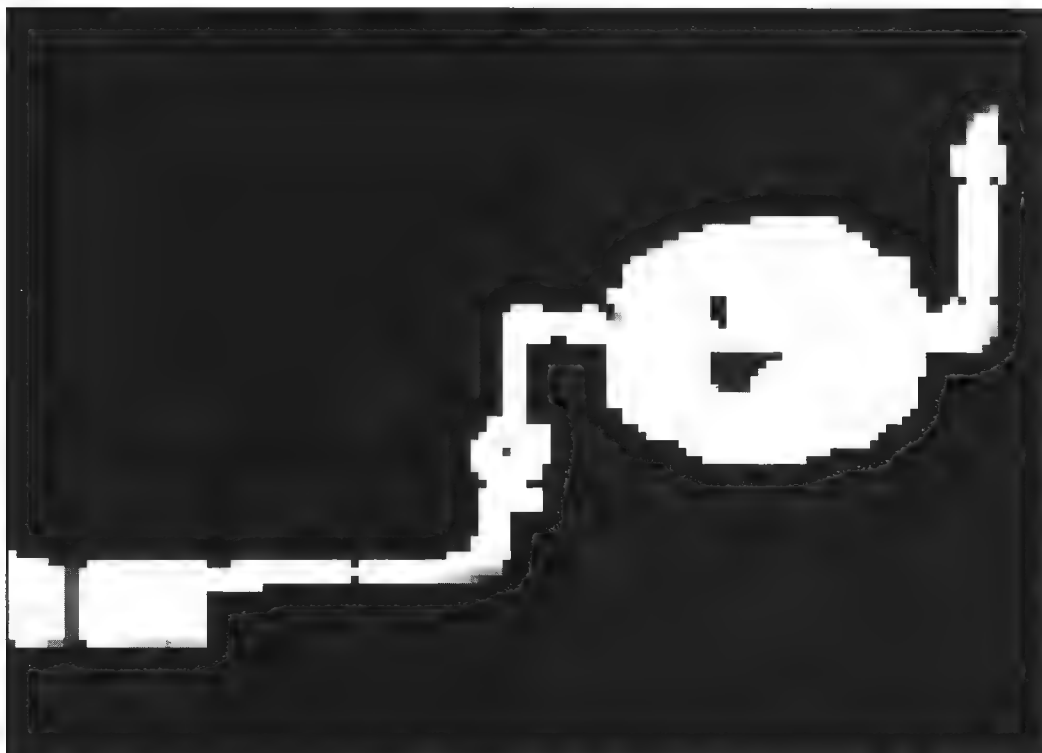
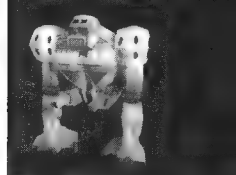


*Surface map of Chimera, Mission Two.*

ten seconds in order to move in and take them out. Your task will be made a little more difficult by the first significant numbers of fighters—three and four will attack at once—but fortunately you can move into the tunnel pretty quickly if you don't feel like staying outside and fighting.

The distribution base and hangar are essentially one and the same. Except for a ground gun or two, the area is ripe for destruction with the weapon of your choice. When you finish, head due east and destroy the fighters parked against the far wall of the hangar, and then turn around and move toward the next objective—the secret back exit.





*Map of underground complex, Chimera, Mission Two.*

### ***Seventh Objective: Secret Back Exit***

Finding the “secret” back exit isn’t too tough—there’s only one way to go, at least at the start. As you move through the long, narrow tunnel that makes up the first part of the trip to the exit, you’ll encounter Hammer fighters hovering in midair; sometimes they won’t even shoot until you’re almost on top of them (if you deign to get that close before shooting, that is!).

You’ll easily navigate a series of doors that constantly open and shut. Finally you’ll come to the entrance of a large chamber at 75,42. Several Hammer fighters hover in midair here, but as in the chamber, you can take them

# HELLBENDER



*Those Bion fighters lined up neatly are just too tempting, so go ahead and destroy them. It's not necessary, but you might get a power-up out of the deal—and it's one of the few instances where the RFL is truly effective.*



*Hammer fighters that guard the tunnel leading to the secret back exit will fire a few laser bolts and then try to ram you.*

**Tip:** Many of the fighters you destroy on Chimera leave behind Viper missiles—keep an eye out for them.

out before they get off a shot. Head in a southeasterly direction, and you'll spot several ground guns and Weapons storage bunkers at 88,29. Destroy the guns and open the bunkers, and then move east-northeast.

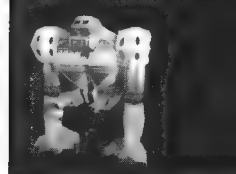
You'll come across a bridge where several ground guns are mounted. Destroy them by moving right up to the side of the bridge and firing the Valkyrie cannon. Go through the entrance at 105,41 to retrieve three Dispersion cannon, but don't go through the second doorway at 112,44—there are other goodies to grab first.

Head out of the chamber and turn right (north), traveling in a slow counterclockwise circle until you reach 94,50. From there, you'll see several ground guns guarding Weapons storage bunkers on your right and a small tunnel entrance on the left. Go to the right first, and then enter the tunnel. After you grab the Viper missiles there, keep heading into the tunnel to emerge back at the very first base you destroyed in this area. Turn left, and head for the chamber entrance at 112,44 to exit the underground area. Watch out for ground guns and the Hammer fighter blocking your path near the end of the tunnel!

## ***Eighth, Ninth, and Tenth Objectives: Cloning Facility, Checkpoint Sigma Delta, and Jump Zone***

As soon as you emerge from the underground area, you'll be at a Bion base consisting of several towers, hangars, and a

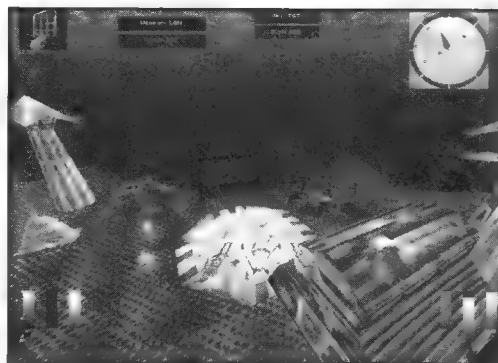
## CHAPTER EIGHT: CHIMERA



mutagenic research factory. Use the weapons you just snatched to wipe it out. Then travel to 102,78 to find four more Weapons storage bunkers.

The cloning facility is found at the first part of the staging area; if you were thorough when you were there the first time, you'll probably have only a few observation towers to bring down now before receiving the message to travel to the checkpoint.

By now, most of the Bion fighters have been eliminated, so your trip to the checkpoint and then to the Jump Zone should be largely uneventful. Now it's time for the last mission.



*You'll spot this base as soon as you emerge from the underground complex. You know what to do—destroy it now.*

### ***Coordinates for Power-ups for Chimera, Mission Two***

#### ***Weapons***

##### **Dispersion Cannons**

A: 84,28; 83,30; 126,43

B: 112,42; 111,41; 110,40

##### **Doomsday Mines**

A: 111,78; 3,62

##### **Hellions**

A: 4,63

##### **Independence Missiles**

A: 102,76; 101,76; 5,63

B: 90,25; 89,44; 88,44

##### **Legion Missiles**

A: 125,43; 91,34; 47,78; 47,75

B: 88,44; 88,25

##### **Rapid-Fire Lasers**

A: 98,28; 91,22

#### ***Weapons, continued***

##### **Scorchers**

A: 3,63

##### **Sledgehammer Missiles**

A: 83,28; 3,64; 4,64; 5,64

##### **Viper Missiles**

A: 90,34; 72,50; 70,50

B: 93,39; 93,40; 93,41; 92,25

#### ***Repair***

##### ***Repair Droid 25%***

A: 103,7; 102,77; 124,77; 124,43;

91,35; 5,62

##### ***Repair Droid 50%***

B: 93,25; 88,43; 31,1

#### ***Energy***

##### **Energy Restore 25%**

A: 102,7; 125,77; 101,77; 90,35;

123,43; 4,62

##### **Energy Restore 50%**

A: 111,79

B: 88,43; 87,25; 32,9

##### **Energy Restore 100%**

B: 89,43

#### ***SAM Sites***

A: 98,45; 88,17; 112,7; 23,8; 23,2;

74,60; 10,70; 117,70; 123,44; 36,69

*A = Located on surface (may be inside chamber if planet has underground areas).*

*B = Located underground (or inside a chamber if there are no underground areas).*

# HELLBENDER

## Mission Three

### ***First Objective: Cloning Facility***

Two fighters will be waiting for you when you begin this mission, but they're far enough away that you shouldn't take any damage before you knock them from the sky. Advance slowly or in short spurts to the cloning facility—this gives Bion fighters the chance to spot you and attack (and gives you the chance to blow them up) before you get into the teeth of the Bion defenses.

There's a SAM site at 106,65, but it may not lock on to you until you've destroyed a couple of targets at the objective—its line of sight is blocked by the buildings you've been assigned to hit. Several Hammer fighters are patrolling this area, but fortunately they tend to attack singly rather than en masse; you have very little to worry about here.

**Tip:** *Independence missiles actually work well if you use them against several ground guns positioned close together.*

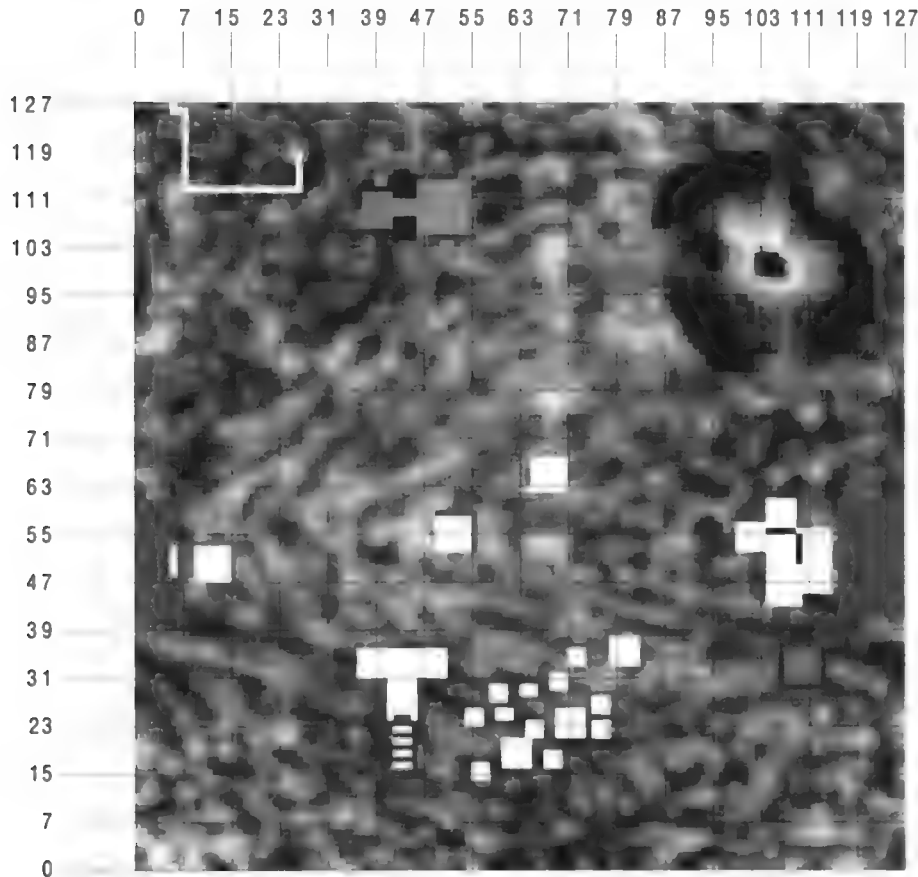


*The paucity of Bion fighters during the third mission on Chimera allows you to destroy each objective at a leisurely pace.*

### ***Second Objective: Genetic Engineering Research Facility***

Be alert for the SAM site at 7,41, around 300 distance units from the second objective. Destroy it now. If you don't, it might cause serious headaches later on in the mission. And if you go to investigate the mysterious structure whose center is at 13,50, you might hear another SAM locking on to you; it's at 7,63.

When you do reach the objective, you'll find a base only lightly protected by fighters, with a sole SAM site (53,40) causing the most problems. There are ground guns here, of course, but by this time you should be ashamed of yourself if you let one of them score a hit on you. Before moving on to the next objective, shoot the Chamber Switch at 44,26 to gain entry to a room holding nine Weapons storage bunkers. (They're guarded by ground guns, but as repeatedly noted...)



*Surface map, Chimera, Mission Three.*

## ***Third Objective: Biogenetic Factory***

The SAM site protecting this base is at 68,74, and it appears that the Bions have decided to hold their fighters in reserve—I hovered over the base for five minutes without seeing a single flying craft. It goes without saying that I destroyed the base with no problems.

**Tip:** *There's a tunnel entrance at 69,66 that doesn't show up on your compass display.*

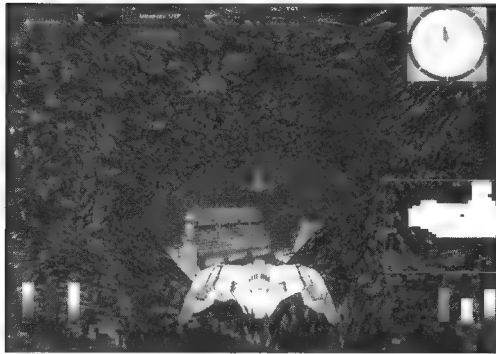
# HELLBENDER

## ***Fourth Objective: Transport System Staging Area, Sector P12***

You won't have any trouble finding the SAM site here—it's almost in the center of the base. There'll be more fighters to face than at the first three objectives, but that's not saying much. Your Vipers will bring them down before they even have a chance to draw close. The staging area is spread out over a wide area, but that doesn't make your mission any more difficult.

## ***Fifth and Sixth Objectives: Enter Tunnel and Mining Base***

To reach the mining base, travel south after entering the tunnel, and then veer to the west. You'll run into a few Pterodactyl fighters along the way. Remember to duck to one side after firing a Viper at them in order to avoid any shots they may have gotten off before the missile reached them. The base's defenses are a joke—only ground guns—and you'll be in and out in no time flat.



*The mining base is protected only by ground guns, so if you climb as high as you can before entering, you can safely destroy every target.*

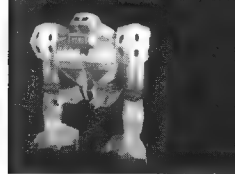
## ***Seventh and Eighth Objectives: Exit Tunnel and Checkpoint SG1***

At least one Hammer will be waiting for you as you exit—maybe two—but if you're patient, you can target them with Vipers before you move out into the open skies of Chimera. Reaching the checkpoint is a breeze, but when you get there, a green bar appears across the bottom of your screen. That means it's time to fight a Guardian.

## ***Ninth Objective: Robotic Simian Guard***

Just the name sounds ominous. As I read it, visions of a cybernetic King Kong immediately sprang to mind. I could imagine him swatting the Hellbender from the sky as easily as if it were a biplane circling the Empire State Building.

But my fears were unfounded. Yes, he's big—but all you need to do to bring him down is activate your Cloaking device and move in behind him, firing



Legion missiles as you go. In fact, I destroyed him in less than ten seconds, at a cost of only 18 Legion missiles. The only problem you might encounter is the SAM site at 7,41—if you didn't take it out before, hit it before tackling the Guardian. As soon as he's destroyed, the Objective display will indicate a new target, but you have a couple of places to visit before going after it.

First, go to that mysterious structure you saw earlier—the door at 9,51 will be open now, revealing eight Weapons storage bunkers. The next stop is optional: travel to 69,66 to enter a tunnel that doesn't show up on your Map display, and you'll find a hidden Bion base that's also home to a few Weapons storage bunkers. When you've cleaned it out, get ready for Nyx. His hit points are so high that defeating him is virtually impossible.

### ***Tenth Objective: Nyx***

Just as on Iowah, Nyx will show up at the end of your final mission—and again you'll find that firing missiles at him is simply a waste of ammo. If this guy's such a great pilot, why won't he duke it out with you?

After you chase Nyx for a brief period, the Hellbender will suddenly be caught up in some type of wormhole...and the next thing you see will be the stark blackness of space.



*He looks strong, but a few Legion missiles will do in the robotic simion guard.*

**Tip:** *You can conserve rockets or missiles during ground attacks by finishing off weakened targets with the Valkyrie or Dispersion cannon.*



*The mining base is protected only by ground guns, so if you climb as high as you can before entering, you can safely destroy every target.*

# HELLBENDER

## *Coordinates for Power-ups for Chimera, Mission Three*

### **Weapons**

#### **Dispersion Cannons**

A: 44,35

B: 111,98; 111,97

#### **Doomsday Mines**

A: 45,35; 13,49; 13,52

#### **Hellions**

A: 44,34

#### **Legion Missiles**

A: 14,49; 14,52

B: 41,65; 43,64; 43,67; 79,103;

113,98; 113,97

#### **Rapid-Fire Lasers**

A: 43,35

B: 110,98; 110,97

### **Weapons, continued**

#### **Scorchers**

A: 45,34

#### **Sledgehammer Missiles**

A: 43,33; 44,33; 45,33

#### **Super Weapon Piece 5**

B: 43,65

#### **Viper Missiles**

A: 43,34; 14,51; 14,50

B: 112,98; 112,97; 42,67; 42,64

### **Repair**

#### **Repair Droid 25%**

A: 117,60; 117,42

### **Repair**

#### **Repair Droid 100%**

A: 12,52

B: 76,104; 114,97; 41,64

### **Energy**

#### **Energy Restore 100%**

A: 12,49 2,54

B: 76,102; 114,98; 41,67

### **SAM Sites**

A: 56,62; 7,63; 7,41; 106,65; 53,40;

52,111; 68,74

*A = Located on surface (may be inside chamber if planet has underground areas).*

*B = Located underground (or inside a chamber if there are no underground areas).*



# Chapter Nine



## MISSION: HEAVY METAL

# TRICERIUS

In your duel with Nyx, you wound up chasing him all the way back to the asteroid belt that serves as his home base of operations. That devil is somewhere in this swirl of rocks and debris, and this could be your chance to nail him once and for all.

But while you're here, you'll find plenty of other targets to hit until you locate the big cheese himself. Be careful, Councilor, because the asteroids of Tricerius are not the friendly skies!

## Mission One

### ***First and Second Objectives:***

#### ***Checkpoint Alpha 9 and Enemy Docking Station***

Advance very slowly toward the checkpoint to avoid rushing into a dangerous situation. There are plenty of Sunfire fighters waiting for you as you begin moving out, but if you keep your distance, you can take them out with fire from your Valkyrie or RFL-500. (They do equal amounts of damage against the Sunfire and Arrow 12 fighters you encounter on this mission.) Avoid using Vipers unless things get desperate—as tough as the mission is, the next two planets are going to be even worse, and you'll need all the missiles you can muster.

There are many large asteroids in the vicinity of the starting point. (These are not to be confused with the small asteroids that show up as enemy targets on the Compass—more on that later.) Use these just as you used the buildings and mountains on earlier missions to protect the Hellbender from

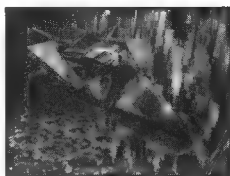
**Tip:** Use the gray bar on the Compass display to see whether you're upside-down or not. Of course, there's really no such thing as "up" or "down" in space, but you can use it to tell if you should move to the top or bottom of an asteroid according to our directions.

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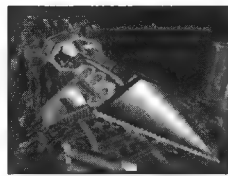
# HELLBENDER



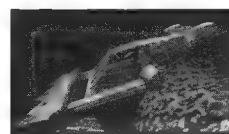
*Spitfire gun*



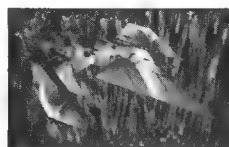
*Sunfire fighter*



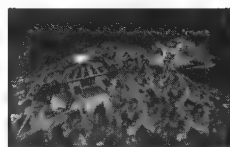
*Arrow 12 fighter*



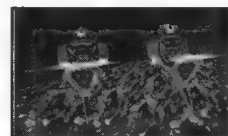
*Earth Mover mine layer*



*Nyx's Nemesis fighter*



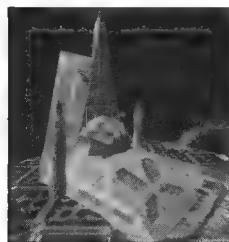
*Nyx's extra fighters*



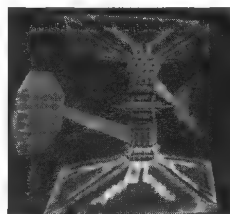
*Refraction guardians*



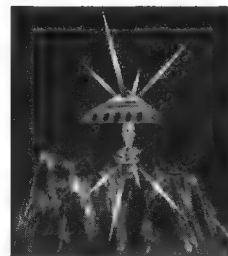
*Cloaking generator*



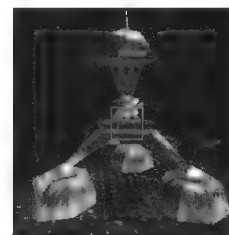
*Enemy docking station*



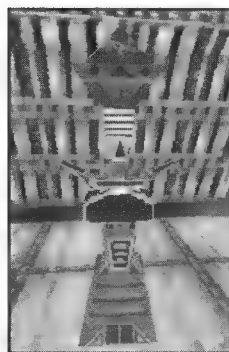
*Large satellite*



*Devastator mine*



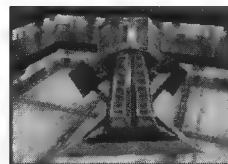
*Communications center*



*Sentry gun*



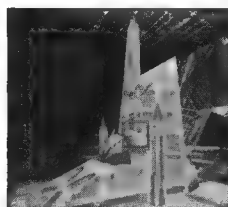
*Morning Star*



*Ceiling-mounted guns*



*Small communications relays*



*Weapons research center*



*Recon ships*



## Bion Fighters and Targets

Enemies and Weapons	Hit Points (Cannon/Lasers/Missiles)	Power-up / Probability
Sunfire fighter	8/4/2	25% Energy / 15%
Arrow 12	8/4/2	25% Repair / 15%
Earth Mover mine layer	2/2/2	Doomsday / 10%
Nyx's Nemesis fighter*	1666/1053/3333	None
Nyx's extra fighters	417/263/833	Vipers / 50%
Refraction guardians+	invulnerable/3/3	RFL-500 / 15%
Spider guardians	3/invulnerable/3	25% Energy / 15%
Sentry gun	5/5/5	Dispersion cannon / 10%
Morning Star	14/14/14	None
Ceiling-mounted guns	8/8/8	RFL-500 / 10%

\*Figures are for fourth mission. On third mission: 4166/2632/8333 and None

+Blue refraction guardians are invulnerable to cannon fire; orange refraction guardians are invulnerable to laser fire.

## Installations and Targets

Cloaking generator	16/16/16	RFL / 15%
Enemy docking station	30/30/30	None
Large satellite	20/20/20	50% Energy / 30%
Devastator mine	3/3/3	50% Energy / 10%
Communications center	16/16/16	None
Small communications relays	8/8/8	25% Repair / 10%
Weapons research center	20/20/20	None
Recon ships	10/10/10	None

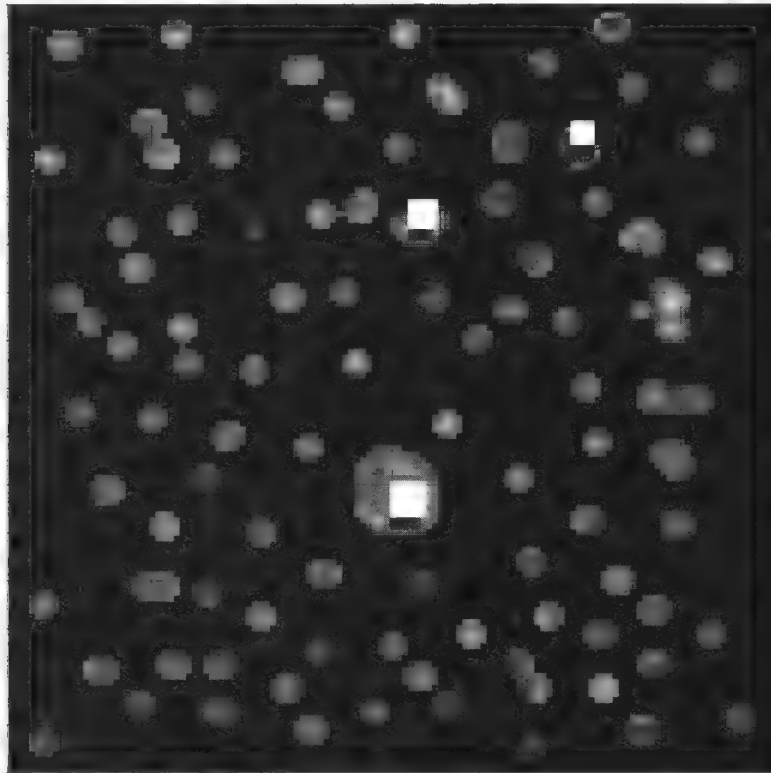
possible avenues of attack. Because there's no need to rush to any objective yet, move cautiously and take your time in order to minimize damage.

As you approach the docking station, red blips will appear on your Compass indicating the presence of enemies. This is good news and bad news. The good news is that small asteroids—harmless unless you run into one—show up as enemies; the bad news is that you no longer have the advantage of using the Compass to know when fighters are nearby unless you come to a complete stop and note which blips move.

# HELLBENDER

0 7 15 23 31 39 47 55 63 71 79 87 95 103 111 119 127

127  
119  
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*Surface map of Tricerius, Mission One.*

Before tackling the docking station, blast open the grillwork on the top of the asteroid at 94,103; move inside quickly to avoid the deadly fire from the

Refraction guardian protecting the docking station. Inside you'll find Weapons storage bunkers with a 25 percent Energy restore, Dispersion cannon, and Sledgehammers. Remember, blue Refraction guardians are impervious to the Valkyrie cannon—use the RFL-500 instead.

**Warning:** Small asteroids show up as flying enemies on the Compass display, and it's all too easy to target one of them by mistake with a Viper—just one more reason why you should stick with lasers or cannon on this mission.



Fortunately, both the cloaking generator and docking station are relatively weak targets—provided that you’ve first taken care to eliminate any Sunfire fighters patrolling the area. If you don’t do that, they’ll tag you with laser fire as you attack the objective.

### ***Third and Fourth Objectives: Cloaking Generator and Radar Units***

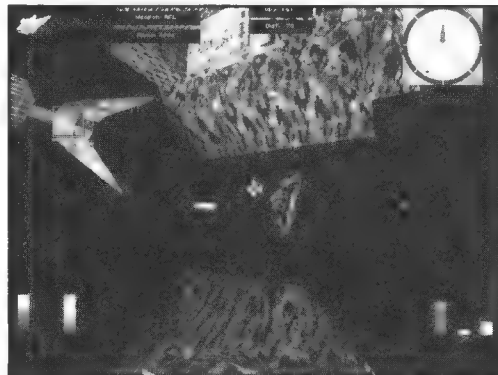
Although the cloaking generator is armed with laser cannon, you have little to fear—the best it can do is spin on a horizontal axis. All you need to do is stay above the generator to avoid its counterfire; use Dispersion cannon to destroy it quickly and without the expense of rockets or missiles.

The orbiting radar station is just as vulnerable to the Dispersion cannon, so you should be ready to move to the fourth objective after a short time.

This is probably the first place where you’ll run into Arrow 12 fighters. They’re incredibly speedy and maneuverable, and trying to bring them down with laser or cannon fire—though obviously in your best interests in terms of conserving missiles—can be maddening. If you can’t shake the green meanies, use Vipers to destroy them, remembering to switch back to the RFL when they’re gone.

On the way to the radar units, you’re going to run into a big problem: Refraction guardians. You’ve already encountered them, but the orange variety, unlike their blue counterparts, are impervious to *laser* fire. Remember: if it’s an orange growler you’re dealing with, switch immediately to Valkyrie cannon. As if you didn’t have enough problems...

Before launching your attack on the radar satellites, shoot the Chamber Switch at 66,91 to reveal a room with four Weapons storage bunkers—one of them contains a 50 percent Repair droid, which you’ll need by this time, and another has Viper missiles. Stay inside the room as much as possible and use the Vipers to pick off the fighter cover around the radar satellites. To avoid targeting asteroids, check to see if the red targeting brackets move after you’ve locked on to a target. If the targeting brackets are stationary for more than a couple of seconds, you know you’ve locked on to a rock, not a ship.



*Refraction guardians protect many of the Bion bases in the Tricerius asteroid belt. Their fire is accurate and rapid—show them the respect they deserve by trying to take them out from as far away as possible.*

# HELLBENDER



*Cloaking generators are equipped with lasers, but their inability to turn on a vertical axis renders the guns useless. Move in close for a kill with your Dispersion cannon.*



*Asteroid fields make for aggravating navigation, but they're just as much a liability to an enemy trying to dodge your cannon fire.*

After you've knocked out most of the fighters, begin your attack on the radar units. These are pretty soft targets, and you should mop them up with few problems if you took care to eliminate the fighters first.

## ***Fifth Objective: Cloaking Generator and Base***

Before you move toward the fifth objective, be forewarned: you're likely to meet both varieties of Refraction guardians. Be ready to switch between the Valkyrie cannon and the RFL-500 on a moment's notice.

The fighter cover is relatively sparse at this objective, but be sure to deal with it first: as usual, it's always easier to knock out ground targets when you don't have to worry about being attacked from behind by fighters.

Take out your objective, and then arm your RFL-500—the next objective is guarded by blue Refraction guardians, which are invulnerable to Valkyrie fire.

## ***Sixth Objective: Radar Unit***

An asteroid field makes attacking this target doubly dangerous—not only must you avoid the space boulders, but you must also make sure that your Viper missiles aren't targeting them. The asteroid field works to your advantage in one way, though: the speedy Arrow 12 fighters have a harder time performing their evasive maneuvers among

the flying boulders. Even so, they're very hard to knock out with lasers or cannon, and you might have to use a few Vipers to clear the way.



The asteroids can also serve as cover from the rapid and accurate fire of the three blue Refraction guardians stationed at the satellite.

### ***Seventh Objective: Wormhole Control Units***

Discretion is once again the better part of valor—if you move toward the wormhole control units too quickly, you’ll be under attack from both Refraction guardians and fighters. When you get within 120 distance units, stop and see if you can locate—and destroy—any of the four deadly laser guns protecting the base before proceeding.

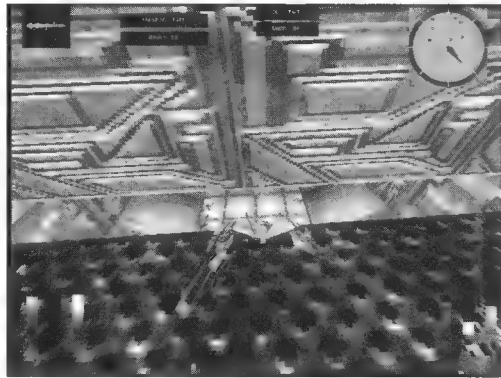
Once you do reach the base, several fighters will appear at once; if your Hull Integrity and Main Energy cell are low, this might be a time to use a precious Hellion missile. After the fighters have been eliminated, destroy the three targets on the surface of the base, and then move close to the chamber ceiling, which is constantly opening and closing, at 65,42. Fire an Independence missile into the chamber when the ceiling is raised in order to destroy the two sentry guns, and then move inside—but only if you’re low on RFL-500 or Dispersion cannon ammo. There aren’t any Energy restores or Repair droids inside. If you don’t need ammo, don’t waste your time.

The rest of the targets are on the “bottom” side of the asteroid. Destroy all satellites large and small, and then move toward the checkpoint.

### ***Eighth Objective: Checkpoint Sigma Phi***

Three or four fighters will jump you as you begin your journey to the checkpoint—but they shouldn’t be a problem since you know in advance that they’re coming, right? Destroy them, and then head for the checkpoint and get ready for the second mission.

**Tip:** Shoot Devastator mines whenever you get a chance. Even on the Hellbent Difficulty setting, they have only six hit points—and there’s a one-in-ten chance they’ll leave behind a valuable 50 percent Energy restore.



If you need ammo for the RFL-500 or Dispersion cannon, first fire an Independence missile into this chamber, when the ceiling rises, in order to destroy the Sentry guns inside.

# HELLBENDER

## *Coordinates for Power-ups for Tricerius, Mission One*

### **Weapons**

#### **Dispersion Cannons**

B: 63,41; 63,44; 63,42; 94,104

#### **Hellions**

B: 66,91

#### **Rapid-Fire Lasers**

B: 93,104; 66,41; 66,43

### **Weapons, continued**

#### **Sledgehammer Missiles**

B: 94,102; 66,89

#### **Viper Missiles**

B: 68,91

### **Repair**

#### **Repair Droid 25%**

A: 81,105

### **Repair, continued**

#### **Repair Droid 50%**

B: 68,89

### **Energy**

#### **Energy Restore 25%**

B: 92,102

*A = Located on surface (may be inside chamber if planet has underground areas).*

*B = Located underground (or inside a chamber if there are no underground areas).*



*The first objective on the second mission in the Tricerius asteroid belt is in two parts—the first targets in the Navigation computer are in this chamber, while the rest are outside, on the surface of the asteroid.*

## Mission Two

### **First Objective:**

#### **Weapons Research Center**

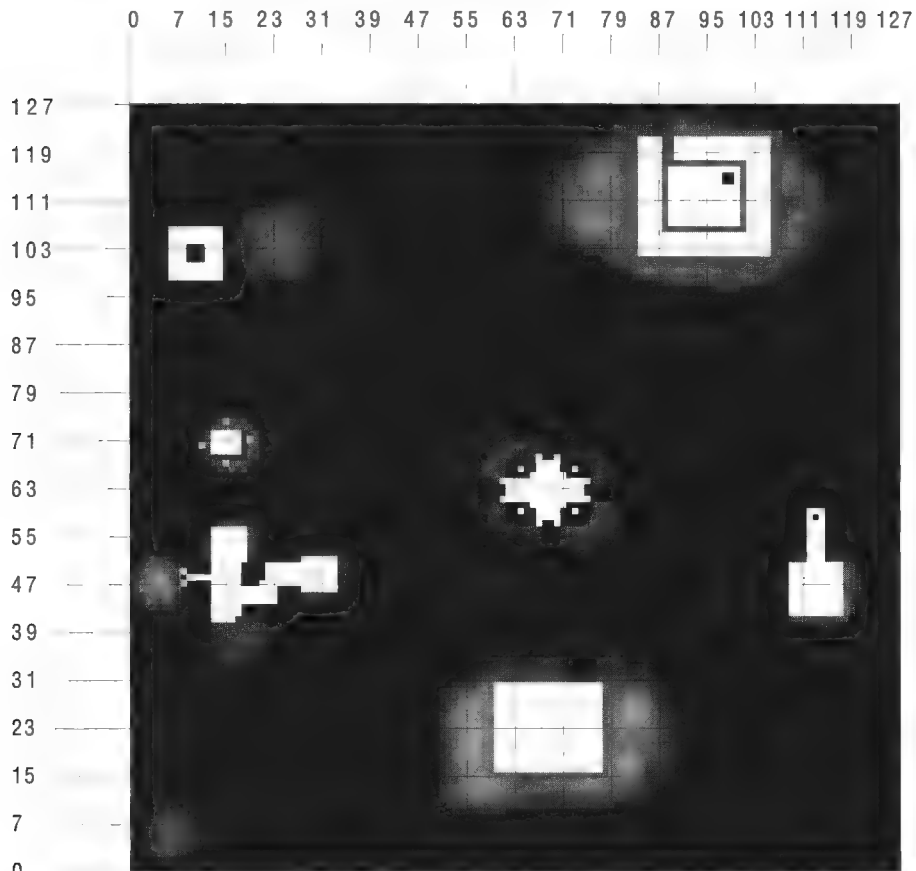
Arrow 12s will attack as you head for the research center, but fortunately they do it piecemeal—and while the fighters are fast, they're no match for the Hellbender when they attack one at a time.

When you've moved within 80 distance units or so of the objective, start looking for the fire of Refraction guardians. If you hope to get out of this asteroid belt alive, you *must* learn how to pick off these deadly enemies at long range, where their fire is much less accurate.

To reach the first part of the objective, go to 73,28 and shoot the Chamber Switch found there. You'll find a couple of sentry guns guarding the chamber housing the communications centers (your first targets), but they only fire in one direction.



## CHAPTER NINE: TRICERIUS



*Surface map of Tricerius, Mission Two.*

Once you destroy the communications center, the Navigation computer will indicate your next target is outside. Before you leave, however, destroy the Morning Stars in this room—it'll save you a trip back here later. Now head outside, and be ready for the throng of orange Refraction guardians protecting the satellites you must destroy. The satellites are on the "bottom" side of the asteroid, so if your Objective display indicates that you're directly over the target, travel around to the other side of the asteroid.

# HELLBENDER

**Tip:** Here's a neat little trick. Because large radar satellites have a 30 percent chance of yielding a 50 percent Energy restore when destroyed, save your game just before you attack the five large satellites at the weapons research center. If you don't get at least two 50 percent Energy restores when you destroy them, load the saved game and try again.

## ***Second and Third Objectives: Radar Unit and Docking Station***

There'll be four or five Sunfire fighters guarding the radar units. Because there are few asteroids around, you can use Vipers effectively against them. The radar unit is the only target at this objective, and after the Sunfires are eliminated, it's defenseless—there's not a single Refraction guardian in sight.

Only a Sunfire or two will impede your progress at the docking station. The docking station consists of several cloaking generators and the station itself, and with no Refraction guardians to protect them, they're sitting ducks for your Dispersion cannon.

## ***Fourth Objective: Enemy Docking Station, Sector 100***

Provided that you move in cautiously enough to knock out the single Refraction guardian protecting this base, you should be able to destroy every



building and piece of equipment here without suffering any damage. Just as on Chimera, wipe out *all* enemies you see here, whether they're part of the objective or not.

## ***Fifth Objective: Weapons Testing Facility***

Sunfire fighters have the task of guarding the testing facility; they're less agile than the Arrow 12s, so try to tackle them with cannon or laser fire instead. Next, destroy the two cloaking generators, and then fire an Independence missile into the opening at 98,115—it'll destroy at least one of the Refraction guardians lurking in the chamber and damage the others. Arm the Valkyrie cannon, and then move inside and try to



find and destroy the remaining Refraction guardians as quickly as possible.

To finish the objective, go to the entrance at 85,122 and head down the passageway—but have that Valkyrie ready for the Refraction guardian waiting just inside the tunnel and for his cousins that pop up as you near the objective. Once you're past them, however, the rest is a piece of cake: a series of unguarded communications centers, all neatly packed into one room. Destroy everything in sight, open all the Weapons storage bunkers, and then head for the Morning Star facility. If you have trouble finding the exit to the room, it's at 92,119.



*Be ready for the seemingly omnipresent Refraction guardians lying in wait in the tunnels leading to the weapons testing facility.*

### ***Sixth and Seventh Objectives:***

#### ***Morning Star Facility and Checkpoint Sigma Theta***

With your ship rightside up (the gray is on the bottom of the Compass display), go to 113,58 to enter a tunnel and reach the Morning Star facility. As you dive into the entrance, you'll see that there are two levels. Pull the nose of the Hellbender up and travel down the top level first to reach a room with two

### ***Coordinates for Power-ups for Tricerius, Mission Two***

<b><i>Weapons</i></b>	<b><i>Weapons, continued</i></b>	<b><i>Energy</i></b>
<b>Doomsday Mines</b>	B: 13,102; 17,72	<b>Energy Restore 25%</b>
B: 85,116; 15,70		A: 116,44; 62,26
<b>Independence Missiles</b>	<b>Repair</b>	B: 85,111; 4,50; 10,104
B: 90,110; 15,71	<b>Repair Droid 25%</b>	<b>Energy Restore 50%</b>
<b>Scorchers</b>	A: 65,23	B: 13,72
B: 17,70	B: 90,115; 10,99	
<b>Viper Missiles</b>	<b>Repair Droid 100%</b>	
A: 116,49	A: 94,112	

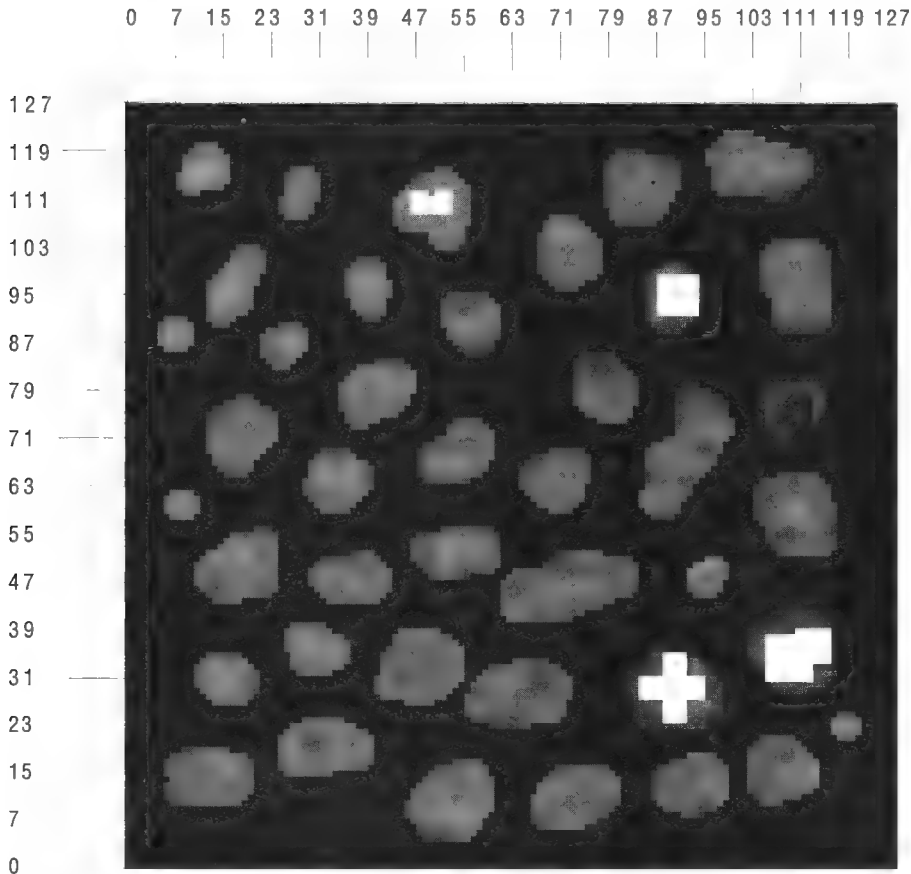
*A = Located on surface (may be inside chamber if planet has underground areas).*

*B = Located underground (or inside a chamber if there are no underground areas).*

# HELLBENDER

Weapons storage bunkers (25 percent Energy restore and Vipers—always handy). Go back down the passage and proceed to the lower level where you'll run into a stationary (and harmless) robot guard. Destroy him at your discretion, and then use Dispersion cannon fire to smash the Morning Star facility. After you exit, you'll enjoy a short, quiet trip to the checkpoint. When you reach the checkpoint, you'll learn it's the end of this mission. Time for round three!

## Mission Three



Surface map of Tricerius, Mission Three.



### ***First Objective:***

#### ***Lookout Towers, Sector 48***

Sunfire fighters will attack as soon as Mission Three starts. Use some of the Vipers you picked up at the Morning Star facility to take care of them, and then start moving at half-throttle toward the lookout towers.

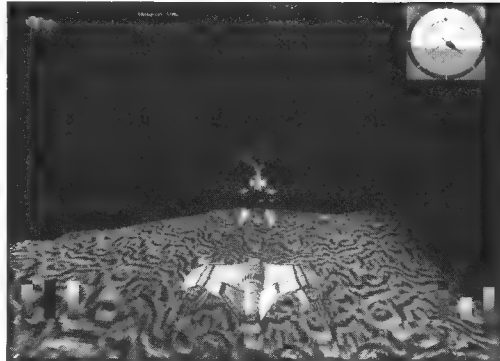
When you arrive at the base, more fighters—both Arrow 12s and Sunfires—will pounce on you. Fortunately, the sentry guns won't interfere since they can't aim upward. Go ahead and use a few more Vipers on the fighters, because once they're eliminated there's nothing to prevent you from totally destroying the lookout towers and surrounding buildings. Before leaving, shoot the Chamber Switch at 50,112 to enter a room with two Weapons storage bunkers—one of which contains a valuable 50 percent Energy restore.

### ***Second Objective:***

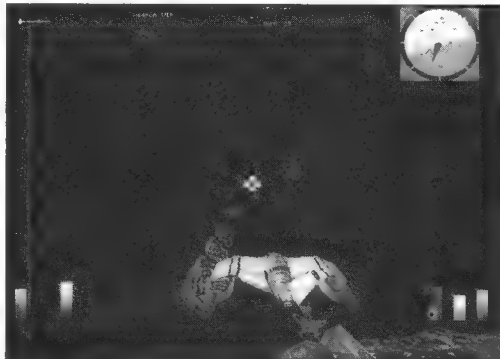
#### ***Weapons Research Center***

The most difficult part of destroying the second objective is finding the way inside the base. Shoot the wall at 95,93, and a secret door will slide open.

The base is on three levels. On the first, you'll find Weapons storage bunkers and an almost worthless sentry gun. Clean out this room, and then dive down to the next level to take out two Morning Stars before moving to the third and final level. Here you'll find a communications center and a Weapons storage bunker with a 50 percent Energy restore.

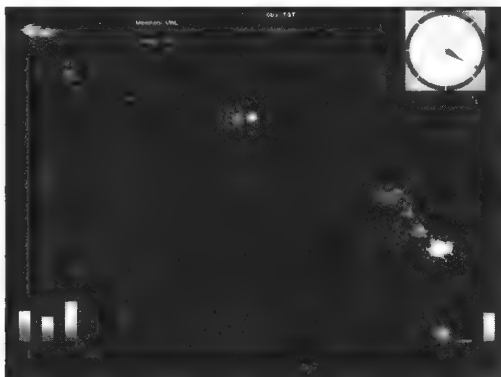


*Sunfire fighters will harass you from the moment you begin Mission Three in the Tricerius asteroid belt. Be ready to dogfight with cannons, or use Vipers for long-range kills.*



*Hmmm... can rockets leave a smoke trail in outer space?*

# HELLBENDER



*When the Earth Mover's mines start to detonate, get as far away as possible!*



*Nyx will show up as you travel to the cloaking test facility, but don't try to take him out now—his hit points are too high, and you'll wind up wasting missiles.*

To complete the objective, you'll have to move outside and destroy two communications centers, and then travel over 500 distance units to find the remaining targets. Before you leave, destroy the cloaking generator at 93,103.

On your way to the last part of the objective, you'll probably run into Spitfire guns and, worst of all, the Earth Mover mine layer. Make the Earth Mover a prime target—the long lines of mines it lays can severely restrict your freedom of movement while you're dogfighting.

Take out the Earth Mover and fighters, though, and you can switch to the Dispersion cannon and destroy the last targets with no worries of attack. Be sure to eliminate the Morning Star and docking station that weren't part of the objective. And don't forget to open all of the Weapons storage bunkers in the area before leaving.

## ***Third Objective: Cloaking Test Facility***

Guess who shows up as you head to the cloaking test facility? That's right: it's your old pal Nyx, as invincible as ever. Use your own Cloaking device to avoid his Viper missiles; if your Main Energy cell is empty, you can try to dodge incoming missiles by hiding behind asteroids. He'll vanish after about 30 seconds.

Even bigger threats than Nyx are the Refraction guardians, Spider guardians, and rotating Spitfire guns stationed at the cloaking test facility. Their crossfire can be devastating, especially if Nyx damaged your hull with his missiles, so you might want to consider using Scorchers to destroy them from a distance. (Make sure you don't target the objectives—they'll have yellow

brackets when you use the Scorchers.) After you take them out, destroying the cloaking test facility is simple.

### ***Fourth Objective: Communications Relay Stations***

When you open the door at 117,37, have the RFL-500 armed, and be ready for action—a Spider guardian just inside the doorway will begin firing as soon as the door opens. It's not the only Spider guardian here; another's in the room that houses small communications relays and other Bion equipment. After they're destroyed, take out all the relays and other targets before moving outside to finish the objective.

Go to 91,23 and shoot the Chamber Switch to enter the chamber housing the remaining relay stations. Be very careful; at the center of the chamber is an intersection, and to the right are two Spider guardians. Also, remember to shoot the Chamber Switch at 89,29 and retrieve the Vipers hidden behind the wall there.

### ***Fifth Objective: Shuttle Base***

Arrow 12s are the only problem at the shuttle base, and since you've conserved those Vipers so well up to this point, you might as well load them now and get those pesky fighters out of your hair. A Spitfire rotating sentry is the only other enemy hindering you from destroying the base; use Dispersion cannon on every building and piece of equipment, and then use the Compass to find the last target, a communications relay several hundred distance units away.

### ***Sixth Objective: Weapons Testing Facility***

A few fighters await you at the weapons testing facility, but there aren't even enough of them to make you break a sweat as you wipe them out. Destroying satellites and Morning Stars is a breeze, but be careful when you hit the small communications relay down inside a chamber: a Spider guardian is ready for ambush when you enter. If your Hull Integrity is very low, you might want to



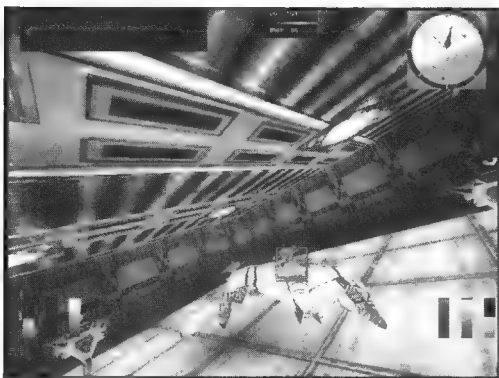
*Spitfire sentry guns are large, but they aren't nearly as dangerous as Spider or Refraction guardians.*

# HELLBENDER



*One of the recon ships trying to leave the landing base in Sector M12.*

**Warning:** Stay as far as possible from the mines laid by the Earth Mover! If you get caught near one of these mines as they explode, it'll be bye-bye Hellbender before you know it.



*Two Spider guardians protect a chamber housing part of the enemy docking station at 93,48. Don't rush in like this—fire a couple of Independence missiles into the room first.*

use a Scorchers to eliminate the Spider guardian before hitting that last target. And before you go, be sure to grab the Vipers and Scorchers at approximately 97,67.

## ***Seventh Objective:***

### ***Landing Base, Sector M12***

An Earth Mover is laying mines near the landing base; after you destroy him, wait a few seconds at a safe distance until the mines he's laid detonate. A recon ship will be trying to escape, and the only way you can gain ground is to use Turbo thrust for a second or two—then, when you get within range, nail the recon ship with cannon fire.

A Spitfire gun protects the docking station at the landing base—eliminate that threat with RFL-500 fire, and then use Dispersion cannon to reduce the station to rubble.

## ***Eight, Ninth, and Tenth Objectives:***

### ***Landing Base, Sector K2, Enemy Docking Station, and Checkpoint Theta Kappa Omega***

By this point in the mission, there should be very few fighters left to harass you, so the destruction of the landing base in Sector K2 is little more than a milk run. Don't forget to destroy any recon ships that might be trying to escape from here as they did at the last landing base.

The entrance to the Docking Station is at 48,43. After knocking out the communications relay, move through a long





tunnel filled with fighters, Morning Stars, and Weapons storage bunkers; use the Dispersion cannon on every single thing you see because even a grounded fighter can yield a power-up when destroyed.

At the end of the tunnel is a ramp leading to a room with more targets—but inside that room are two deadly Spider Guardians. This is the perfect time to use a Scorchers or two, or at least an Independence missile, to soften up the guns before moving inside.

The checkpoint is your last stop on this mission. Relish the peaceful journey to the checkpoint; you'll need to be fresh for the last mission.

### ***Coordinates for Power-ups for Tricerius, Mission Three***

<b><i>Weapons</i></b>	<b><i>Weapons, continued</i></b>	<b><i>Repair</i></b>
<b>Dispersion Cannons</b>	<b>Rapid-Fire Lasers</b>	<b>Repair Droid 25%</b>
A: 52,110	B: 7,73; 7,71; 7,69; 8,82; 8,78; 8,80;	A: 97,28; 89,97
B: 9,73; 9,71; 9,69; 67,44	75,47	<b>Repair Droid 50%</b>
<b>Doomsday Mines</b>	<b>Scorchers</b>	B: 107,68; 10,78; 83,115
A: 50,39	A: 46,33	<b>Repair Droid 100%</b>
<b>Hellions</b>	B: 97,68; 18,37	B: 87,45; 89,94; 28,111; 15,69
B: 4,84; 4,82; 4,80; 4,78; 17,36	<b>Sledgehammer Missiles</b>	
<b>Independence Missiles</b>	B: 6,83; 6,81; 6,79; 6,77; 11,73;	<b>Energy</b>
B: 113,36; 17,38; 82,115	11,71; 11,69; 16,35; 80,45	<b>Energy Restore 50%</b>
<b>Legion Missiles</b>	<b>Viper Missiles</b>	A: 48,110
A: 108,78	A: 86,29	B: 91,93; 91,109; 111,36; 8,84
B: 23,111; 16,37; 17,73; 17,71;	B: 97,66; 13,73; 13,71; 13,69; 18,35	<b>Energy Restore 100%</b>
17,69		B: 15,71; 87,47

*A = Located on surface (may be inside chamber if planet has underground areas).*

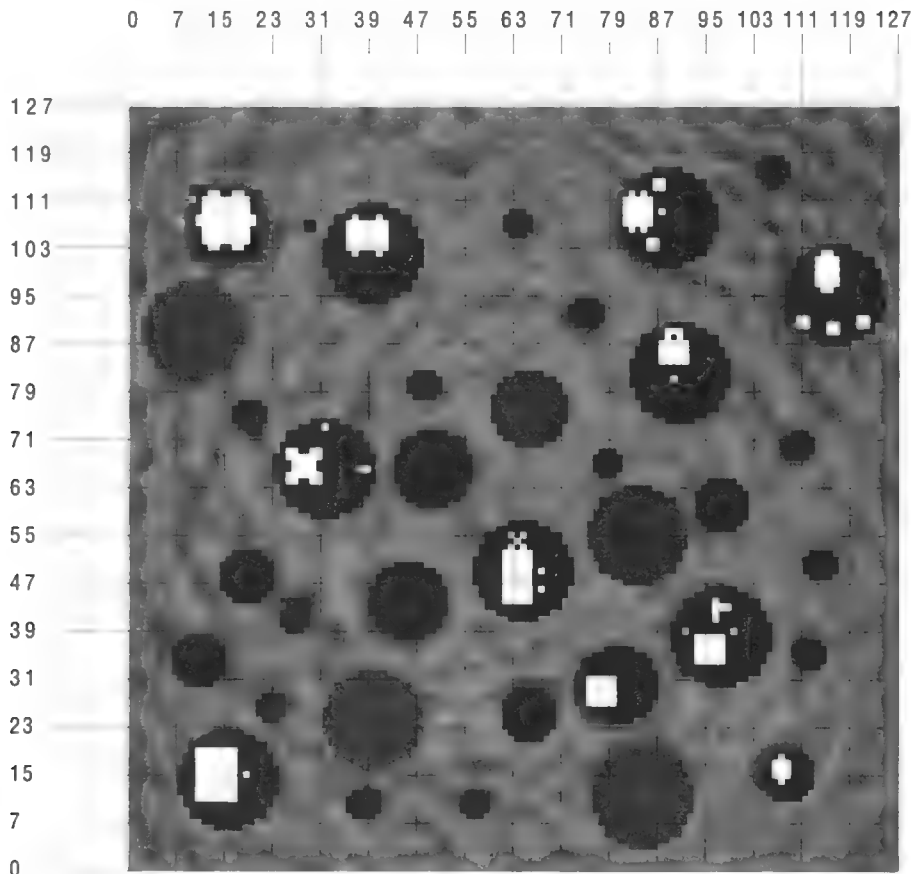
*B = Located underground (or inside a chamber if there are no underground areas).*

## **Mission Four**

### ***First Objective: Radar Units***

Approach the radar units with extreme caution! There's an Earth Mover sowing a mine field all around the objective. If you move too quickly, you'll be caught in a series of explosions that'll make this the shortest mission yet. Arrow 12s will rush in to protect the radar units, so watch the Compass to see from which

# HELLBENDER

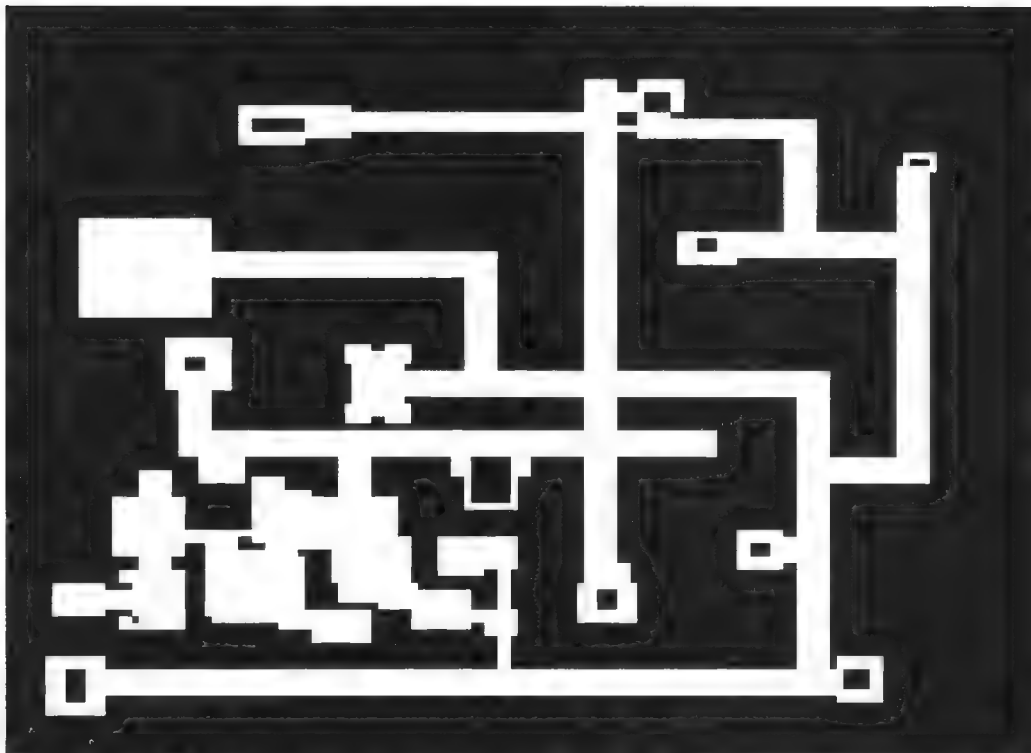


*Surface map of Tricerius, Mission Four.*

direction they come. There are only two radar satellites here—destroy them and get ready to enter the asteroid core.

## ***Second and Third Objectives: Enter Asteroid and Cloaking Test Facility***

Shoot the Chamber Switch at 88,109. It causes a ceiling to rise and open a passageway into the asteroid itself. As soon as you enter, you'll see two communications centers; these comprise the cloaking test facility. Dispatch



*Map of asteroid core, Tricerius, Mission Four.*

them, call up the Map display so you won't get lost in the complex tunnels inside the asteroid, and head for the next objective.

### ***Fourth Objective: Shuttle Base***

The big problem with moving around inside the asteroid core is that you must constantly switch between cannon and lasers. Both types of Refraction guardians are here, and you know by now that each is invulnerable to either laser or cannon fire. You could use Scorchers or Legions to target them, but you probably should conserve those for the battles ahead.

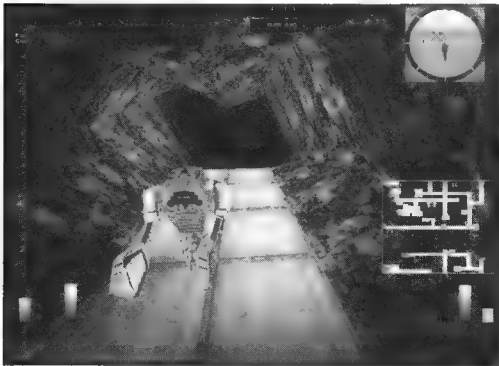
### ***Fifth Objective: Weapons Research Center***

Locating the weapons research center is simple enough, but, again, you must be cautious. If you advance too quickly, you'll find yourself staring down the

# HELLBENDER



*Spider guardians lie in wait at the entrance to the weapons research center in the room at 97,36, but don't worry—they won't fire on you.*



*These Unibots fire lasers, but you can avoid danger by staying above them.*

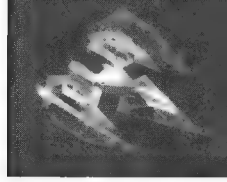
barrels of a Refraction guardian's lasers—and if you have the wrong weapon armed, you can take significant damage before you're able to rectify the problem.

A long ramp leads up to the weapons research center. Spider guardians protect the entrance, but for some reason they don't fire at you. Arm the Dispersion cannon and destroy the guardians and the weapons research center, and then exit the room. Stop at 102,37 and face south on the Map display.

## ***Sixth Objective: Morning Star Docking Station, Sector 7***

Move south one distance unit to 103,34—this places you just out of range of some very nasty enemies. Arm your Vipers and take out the fighter that awaits you, and then switch to Scorchers and advance to 102,33. You can target one of the Refraction guardians from here, but their fire can't hit you. Advance a little more, and you'll see another targeting bracket—and that means another Refraction guardian destroyed from a safe distance. Switch to Vipers now, because there's a Sunfire fighter hiding at the end of the hallway. Destroy him. But don't advance past 102,19, or you'll take fire from yet another Refraction guardian, this one to your right. Use one more

Scorcher to eliminate him, and then get ready for a simple assault on the docking station—there are no enemies inside the chamber containing the Morning Stars and docking station.



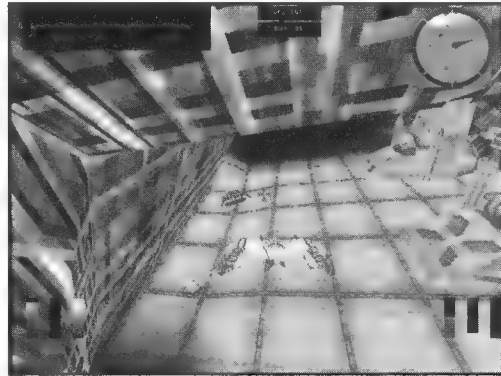
### ***Seventh Objective: Weapons Testing Facility***

When you leave the docking station, go due east, ignoring the Compass display's pointing in the opposite direction—it'll flip and point in the right direction. Sunfire fighters guard the approach to the weapons testing facility, along with the Unibots you've probably seen earlier. We didn't mention them because they weren't a threat before, but now they fire lasers at you—if you're dumb enough to get in their line of fire, that is. The weapons testing facility is a pushover, with no defenses in the actual chamber housing the equipment. Don't shoot the Chamber Switches here—they only open the roof and allow enemy fighters to strafe you from outside.

### ***Eighth, Ninth, and Tenth Objectives: Weapons Research Center, Cloaking Test Facility, and Weapons Testing Facility***

To reach the research center, head due west out of the testing facility and turn north at 66,16. Watch out for blue Refraction guardians! Turn west at 65,26, and be ready for another blue Refraction guardian. You'll also find a couple of Weapons storage bunkers here. The entrance to the objective is at 57,29; if you're getting low on Hull Integrity and Main Energy, this might be a good time to use another Hellion. Fire it into the chamber housing the research center. Be forewarned: this is a real snake pit of enemies, with both blue and orange Refraction guardians, so you might even want to shoot an Independence missile in there after the Hellion. Even so, the guardians will still be alive and kicking, so save your game before you try to take out this objective!

The cloaking test facility, just around the corner from the research center, is



*Refraction guardians make destroying the weapons research center a very tough task indeed.*

**Warning:** *Save your game frequently once you journey inside the asteroid core! There are many enemies with the capacity to destroy the Hellbender in just a few short seconds, and you wouldn't want to retake conquered ground just because you didn't save often enough.*

# HELLBENDER

completely unguarded. Thank heavens for small favors! Destroy the three communications centers, and then shoot the Chamber Switch at 42,43 and watch out—this facility, too, is guarded by a Refraction guardian. Luckily, he's alone, so save your game, load up the Valkyrie, and move in with cannons blazing. The test facility is simply a communications center, and it's easily destroyed.

## ***Eleventh and Twelfth Objectives:***

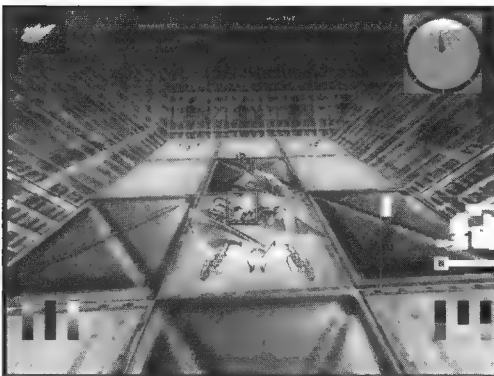
### ***Weapons Research Center and Checkpoint Sigma Theta***

The next objective is at 33,33, just a stone's throw from the testing facility you just destroyed. It's protected by—you guessed it—a couple of orange Refraction guardians. Use whatever technique you've honed against these devils—I found that using the “scoot and shoot” with Valkyrie cannon worked pretty well—and then destroy the communications center. The checkpoint is in the same room as the research center.

## ***Thirteenth and Fourteenth Objectives: Morning Star Docking Station, Sector 15, and Weapons Research Center***

Shoot the Chamber Switch at 30,37 to cause the wall to morph into a doorway. Fire an Independence missile through the opening, and then move inside. The missile should have cleared the way sufficiently for you. You must destroy three Morning Stars, but be sure to avoid the Dispersion cannon fire coming from the hidden room at 23,46. If you're in a nasty mood, you can shoot the Chamber Switch on the ceiling to open the room and take out the sentry guns. I didn't bother.

The Weapons Research Center is protected only by a Spider guardian. You should have no trouble with it at all. Hang in there: it's almost time to leave this forsaken place.



*Nyx's support ships are resistant to whatever weapons you decide to use. Be patient and use lasers or cannon to destroy them.*

## ***Fifteenth Objective:***

### ***Nyx's Support Ships***

Finally, a different target—and one that matters: if you can destroy Nyx's support ships, he won't be attacking you with fresh

## CHAPTER NINE: TRICERIOUS



fighters every time you spot him. You'll find three Weapons storage bunkers in the room housing the support ships, two of which contain Vipers. Don't let this trick you into using Vipers to destroy the ships! You're in no hurry here, and you'll need those desperately later on.

To reveal the first ship, shoot the Chamber Switch at 21,26. Load either the Valkyrie or RFL-500, tape the trigger on your joystick down (just kidding), and blast it into nothingness!

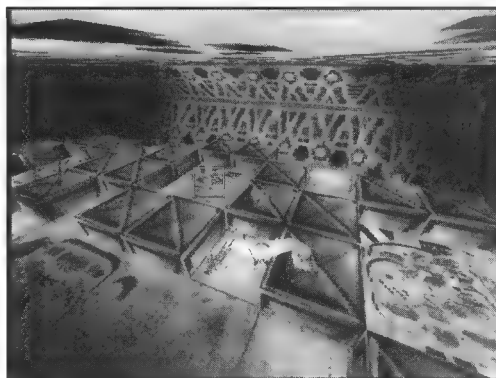
To get to the next Nyx ship, travel to 16,89. You'll have to pass through a room full of Morning Stars and other targets to get there, so go ahead and clean it out before destroying Nyx's ship. There are several fighters and Refraction guardians lurking about (there's one guarding the Chamber Switch at 16,89 and another at 16,76, in fact), so be on your toes.

Shooting those two Chamber Switches might be all you need to do, but if nothing happens, it means you haven't shot some other Chamber Switches. To reveal the Nyx ship on the left, go to 64,28 and shoot the two switches you see there; this will morph open the wall and allow you into the chamber that contains another switch—a Nyx switch, as Dr. Seuss might say! You'll also see a Morning Star and other assorted targets; destroy them ruthlessly *before* you shoot the switch at 59,34.

To reveal the Nyx ship on the right, head to 31,52 and shoot the two Chamber Switches; again, the wall will morph open and reveal a chamber with another switch at 34,49. When you go back to the room with the Chamber Switches at 16,89 and 16,76, the middle wall may still be standing. Just shoot

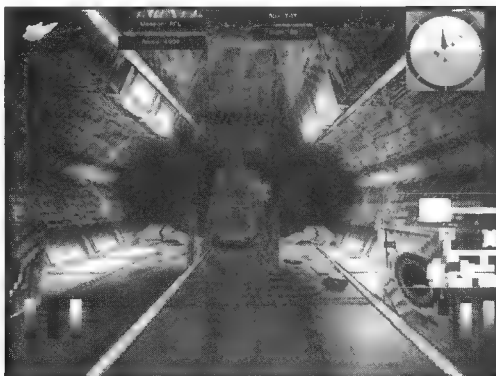


*This looks like just another weapons research center—but hidden in this room are three of Nyx's fighters. Destroy all the Morning Stars and other equipment, and then shoot the Chamber Switches at 16,89 and 16,76.*



*Three of Nyx's ships, ready to be destroyed. Use lasers or cannon fire on them: it takes longer, but saves you missiles or rockets.*

# HELLBENDER



*The docking station in sector 22, home to Morning Stars and recon ships.*

the switches again, and all three ships will be exposed. When you finish destroying all three ships, E.V.E. displays the message "Council of War destroyed." Hmmmm...

## ***Sixteenth and Seventeenth Objectives: Weapons Research Center and Morning Star Docking Station, Sector 22***

A Refraction guardian and a few sentry guns stand guard at the weapons research center at 51,64. If you can spare it, an Independence would be excellent for weakening those defenses. Only two targets,

both research centers, are found here; use Dispersion cannon and move on to the next objective. At this point in the mission, there should be few, if any, fighters or guardians protecting the passages leading to objectives. The docking station should be undefended, but you should still be careful while moving into the chamber containing it.

## ***Eighteenth and Nineteenth Objectives: Cloaking Test Facility and Exit Tunnel***

The cloaking test facility at 37,104 has a healthy array of defenses, most notably Refraction guardians, so make sure your Shield Energy and Hull Integrity are at their maximum before you enter. If that's not possible, use Scorchers to destroy the guardians before you enter. (They're hiding on ledges on the left, right, and rear walls of the chamber.) To exit, point the Hellbender straight up and head outside—to face Nyx!

## ***Twentieth Objective: Nyx!***

Okay, here's the deal. It's possible to take Nyx out right now if you pump enough Legion missiles into him; if you defeat him, you see a cinematic sequence of the Hellbender launching the missile that puts an end to his career. But if you simply spar with him and lose, he'll wind up blowing up the Hellbender and putting you in the hospital, from which you'll emerge to climb



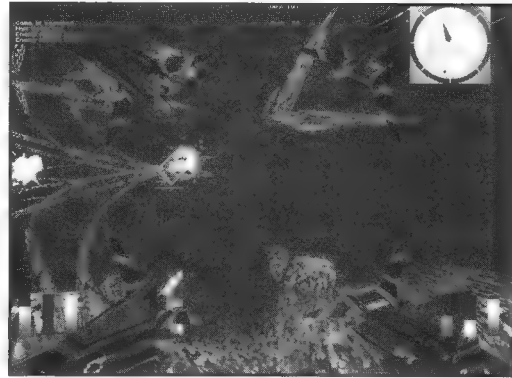
## CHAPTER NINE: TRICERIUS

into the cockpit of the lone surviving Hellbender. So—should you throw everything you’ve got at Nyx?

The answer is a resounding yes! If you lose to Nyx here, you’re given the last remaining Hellbender, with its paltry amount of ammunition—in other words, you lose every single weapon you’ve picked up during the previous five and a half planets. And no pilot in his or her right mind would want to start over from scratch at this late point in the game.

So as soon as you see Nyx, move in close enough so that your Legion missiles will target only him, and then start pumping out those Legion missiles as quickly as you can squeeze the trigger. And don’t forget to activate the Cloaking device if you hear one of Nyx’s missiles locking in on the Hellbender. Sure, it’ll take scores and scores of missiles to bring him down, but it certainly beats starting over with only a few Vipers and Sledgehammers at your disposal.

Even if you destroy Nyx’s ship, you’ll see him flee in an escape pod. Don’t get too worried, though. The next time you see him, his hit points will have dropped so significantly that you actually have a chance of finishing him once and for all.



*You can destroy Nyx at the end of the Tricerius missions, but only by using scores of Legion missiles.*

# HELLBENDER

## *Coordinates for Power-ups for Tricerius, Mission Four*

### **Weapons**

#### **Dispersion Cannons**

B: 40,33; 60,25; 61,37

#### **Doomsday Mines**

B: 20,39

#### **Hellions**

B: 95,38

#### **Independence Missiles**

B: 31,31; 40,108; 53,37; 13,100;  
13,96

#### **Legion Missiles**

B: 47,30

### **Weapons, continued**

#### **Rapid-Fire Lasers**

B: 110,13; 31,33; 62,37; 14,19

#### **Sledgehammer Missiles**

B: 108,13; 20,41; 58,25

#### **Super Weapon Piece 6**

B: 16,98

#### **Viper Missiles**

B: 95,34; 63,37; 13,28; 16,30; 18,96;  
18,100

### **Repair**

#### **Repair Droid 25%**

B: 88,87; 37,102

#### **Repair Droid 50%**

B: 48,59; 13,30

### **Energy**

#### **Energy Restore 25%**

B: 78,26; 40,30

*A = Located on surface (may be inside chamber if planet has underground areas).*

*B = Located underground (or inside a chamber if there are no underground areas).*

# Chapter Ten

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## MISSION: FREEDOM

# SNOW CITY

Now there's no doubt: Fx4 is a human-Bion synthesis, based on the genetic code of Felix Wannamaker III—designer of the Coalition's best weapons, including the Hellbender. Fx4 is the creator of Shiva, the weapon suspected by Ambassador Ch'oe of destroying Clarendon base.

To make matters worse, the Furies are massing at Snow City, near the wormhole nexus. The obvious conclusion would be that they want control of the nexus in order to launch simultaneous invasions of scores of Coalition planets—but you've seen enough twists and turns to know that there's no way to be sure of what Fx4's next step will be.

Snow City consists of a vast network of storage facilities, and the Bions have commandeered this network to facilitate the production of even more Furies, using captured Coalition pilots as the genetic base for their experiments. Once a humanoid life-form is attached to the mutation equipment, it has no hope of survival; the best thing you can do for it is to put an end to its misery—and to the Bions' plans for galactic domination.

The goal of your mission is obvious: destroy the cryogenic containers where the Bions are storing your fellow Coalition citizens and destroy as many of the Furies as possible.

## Mission One

### *First Objective: Communications Center*

You're in a tight bind here: one type of fighter, the Golden Hornet, is invulnerable to both cannons and missiles, but if you arm lasers to deal with the Golden Hornets, you'll find that they're worthless against the Silver Hornet. And SAM sites don't make matters any easier. You'll have to move very slowly and take on only a few fighters at a time if you hope to survive.

Microsoft

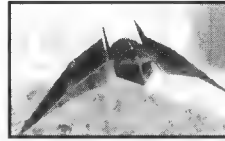
# HELLBENDER



*Silver Hornet fighter*



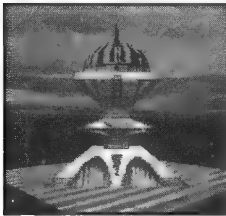
*Golden Hornet fighter*



*Maverick fighter*



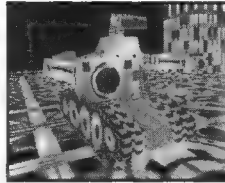
*Eradicator miner*



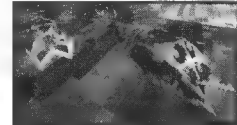
*Stormbringer laser turret*



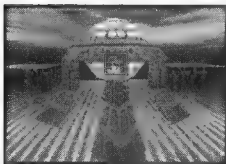
*Blizzard skimmer*



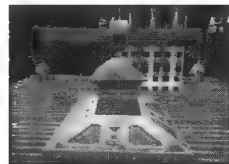
*Deathbot*



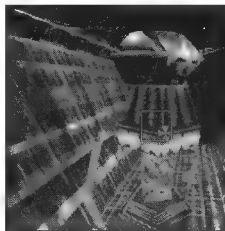
*Pulse cars*



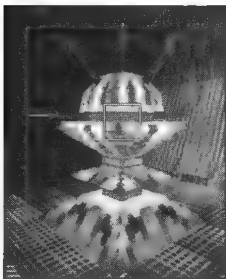
*Control unit*



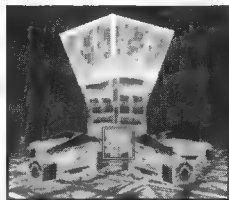
*Long-distance radar*



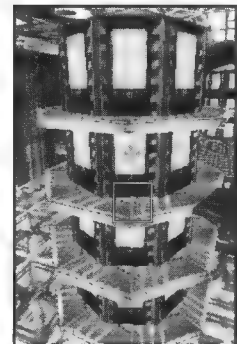
*Reactor*



*Recombinant DNA laboratory*



*Biogenetic storage facility*



*Cryogenic storage container*

## CHAPTER TEN: SNOW CITY



### Bion Fighters and Targets

Enemies and Weapons	Hit Points (Cannons/Lasers/Missiles)	Power-up / Probability
Silver Hornet fighter	1/invulnerable/17	25% Repair / 10%
Golden Hornet fighter	invulnerable/1/invulnerable	25% Energy / 10%
Maverick fighter	17/9/1	100% Repair / 5%
Eradicator miner	17/17/1	Doomsday / 10%
Stormbringer laser turret	invulnerable/334/20	None
Blizzard skimmer*	67/4/4	Sledgehammers / 10%
Deathbot	4/4/4	None
Pulse cars+	1/1/1	100% Energy / 20%
*Blizzard Power-up / Probability also includes 100% Repair / 5%		
+Orange pulse cars Power-up Probability 100% Repair / 20%		

### Installations and Targets

Control unit	10/20/20	50% Repair / 10%
Long-distance radar	invulnerable/84/5	None
Reactor	40/invulnerable/20	50% Energy / 50%
Cryogenic storage container	20/40/20	None
Recombinant DNA laboratory	10/167/10	None
Biogenetic storage facility	20/40/20	None

Approach the first objective in a straight line from the drop zone, and you'll come to a large skyscraper. Stop about 70 distance units from the objective to assess the situation. Two Eradicators will be laying mines near the objective, but fortunately the Eradicator can be brought down with a single Viper. (Aren't you glad you conserved them back in the Tricerius belt?) You'll also hear a SAM locking on to you. It's located at 54,77, but it can't hurt you for the time being. Move up to the side of the building, and crawl up the wall with the Hellbender facing skyward.

The first target at the objective—the control unit—is simple enough to take out—any weapon you use will be somewhat effective. But the Stormbringer laser turrets guarding it are a different story. Don't waste your time trying to use cannons or lasers. The former are useless, and the latter are so ineffectual

Microsoft

# HELLBENDER

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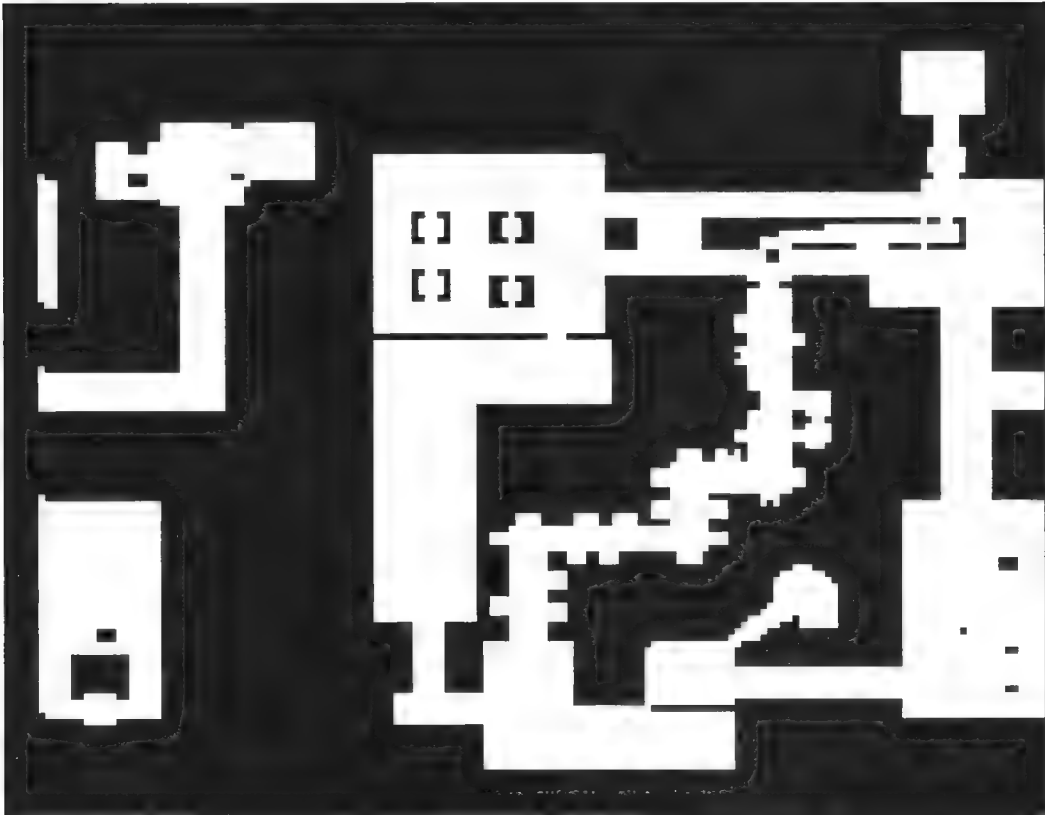


*Surface Map for Snow City, Mission One.*

against the Stormbringer that it would take too long to destroy it. Use Sledgehammers whenever you see the purple, spiked balls.

After destroying all the targets topside, arm Legion missiles and head to the north side of the rooftop (about 48,74). When you get to the edge, you'll see another Stormbringer, as well as a long-distance radar unit. Don't waste any time. Target and destroy them. As a matter of fact, don't even think about leaving the roof until you have knocked out as many enemy targets as possible (including that whining, deadly SAM site) from the cover it provides. There are

## CHAPTER TEN: SNOW CITY



*Map of underground city, Snow City, Mission One.*

three more SAM sites—at 67,66; 39,50; and 45,50—that you'll have to deal with at some point during your attack on the first objective.

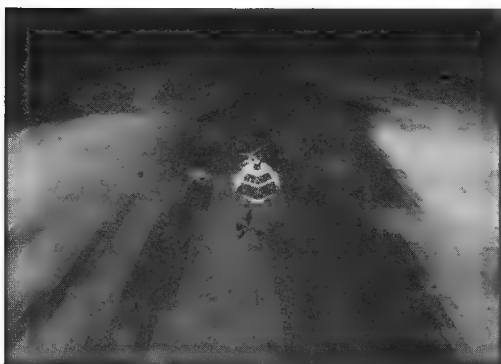
At this first objective, how you go about taking out the targets—which are spread out over several hundred distance units—is up to you. But having said that, here are a few tips that might help.

First, study the SAM site coordinates at the end of this mission section, and make the destruction of the SAMs your top priority. Not only are they dangerous, but also the whining sound of one of their missiles locking on is enough to drive a Councilor mad. By noting the coordinates, you should be

# HELLBENDER



*The Hellbender about to approach the skyscraper where the first objective on Snow City is located. Try to take out the Eradicator miner and any other enemies you can target before moving in.*



*The Doomsday mine is your single best weapon against both Silver and Golden Hornet fighters. Let the fighters chase you above the clouds, and then release a Doomsday as a parting gift.*

able to find a safe approach to each SAM site by staying outside the city.

Second, concentrate on shooting down any Eradicators you see; the mine trails they lay can be deadly.

Third, the Doomsday mine is your single best weapon when tangling with Silver and Golden Hornets simultaneously—they're both vulnerable to this weapon. After you've eliminated all the SAM sites, climb above the clouds and allow the fighters to follow you, and then release a mine to destroy the trailing fighters. Finally—after you've cleared out those major threats—you can cruise the area at high altitude (in other words, just under the cloud cover) and use Sledgehammers to destroy the laser-firing Stormbringers.

I died many, many times trying to knock out this first objective without resorting to cheat codes, until I hit upon these strategies. And once the SAM sites, Eradicators, and most of the fighters have been destroyed, the only things left to stop you are Stormbringers, which are easily knocked out from above by Sledgehammers.

Before heading to the second objective, go to 60,66 for a 50 percent Energy restore and a 50 percent Repair droid—I'm sure you'll need them by now.

## ***Second Objective: Control Units***

If your Hull Integrity and Main Energy cell are in decent shape before you head toward this objective, save your game! Even with the strategies just



## CHAPTER TEN: SNOW CITY

described, this is still one of the most challenging missions.

The control units at the second objective are scattered all through the city—essentially a repeat of the first objective, and just as dangerous. Remember to take out the SAM sites first because they can track you above or below the cloud cover, then take on the Eradicators, and finally engage the fighters. (You'll probably have to deal with mine layers and fighters as you destroy the SAM sites, however.) When using the Doomsday mine against the fighters, look back occasionally to see if an Eradicator is laying mines behind you: you can quickly switch to Vipers and destroy it, and then load the Doomsday and continue with the fighters.

### ***Third and Fourth Objectives: Underground City and Reactors***

Travel above the clouds on your way to the tunnel entrance. You might be able to lure some fighters into following you so you can dispatch them with Doomsday mines.

As soon as you enter the underground city, E.V.E. will inform you that the mission objective has been detected, but don't get too eager and charge in too fast—all three types of fighters are guarding the city. Before entering the underground city, fire an Independence missile in the direction from which the Stormbringer laser fire is coming.

It might sound crazy, considering the relatively close quarters, but once again you should use the Doomsday mine. When you enter and see enemy fighters shooting



*If you've already eliminated most of the Stormbringer guns, stay low and move between buildings: the only way an Eradicator can hurt you there is by ramming you. It also makes it easy to spot and target the mine layers.*



*Before going any further than this entrance, use an Independence missile to knock out most of the Stormbringers.*

**Tip:** Eradicators can leave behind Doomsday mines—a weapon you need very badly on Snow City. After destroying one of the mine layers, be sure to check for this power-up.

# HELLBENDER

**Tip:** *Save your game before destroying a reactor because there's a 50 percent chance that you will receive a 50 percent Energy restore when it's gone. If you don't get it the first time you destroy it, load the saved game and try again.*

at you, head above, below, or to either side of them and, as you pass by, release the Doomsday mine. This works because the fighters in the chambers stay in one place—they barely even turn to track you with their fire. You can take out two fighters of any types this way if they are grouped closely together. Once the fighters have been

cleared from the main room you entered, head for the reactors and destroy them with your Sledgehammers or Legion missiles.

## ***Fifth Objective: Cryogenic Containers***

Mavericks and Golden Hornets will be blocking the passage leading to the cryogenic containers—hit Turbo thrust and drop Doomsdays as you blow by them. You'll take a little damage with this maneuver, but the key word here is *little*; it would be much worse if you tried to go toe-to-toe with these fighters using cannons or lasers. The only exception to this strategy is to use Vipers to target the Maverick fighters before you draw within range of their fire.

Once past the fighters, however, the objective is totally unguarded save for a couple of Deathbots scurrying about the chamber floor. Use Valkyrie cannon to quickly destroy all the cryogenic containers and put an end to the Furies being created here. Be sure to open the Weapons storage bunkers found in the corners of the chamber before leaving.

## ***Sixth and Seventh Objectives: Checkpoint Icor 7 and Control Units***

Move cautiously and slowly toward the checkpoint, staying alert for the arrival of any fighters. Luckily, they tend to approach in solo fashion here, giving you enough time to use the appropriate weapon if you wish—but I still recommend the tactic of flying by them and releasing a Doomsday mine.

There are two SAM sites in the room containing the control units. One is located near the ceiling at 104,106, and the other is also high up at 115,112. Naturally, you should destroy these first, and then turn your attention to the Stormbringer guns. If your Hull Integrity or Main Energy cell gets low during the attack, go to the slit at 114,112, and you'll see two Weapons storage bunkers—one has a 50 percent Energy restore, and the other has a 50 percent Repair droid.

With the SAMs gone, you can use Valkyrie cannon or Sledgehammers to destroy the control units and reactors in relative peace. Before leaving the chamber, use the coordinate list at the end of this section to make sure you find all the Weapons storage bunkers.

### ***Eighth and Ninth Objectives: Reactors and Cryogenic Containers***

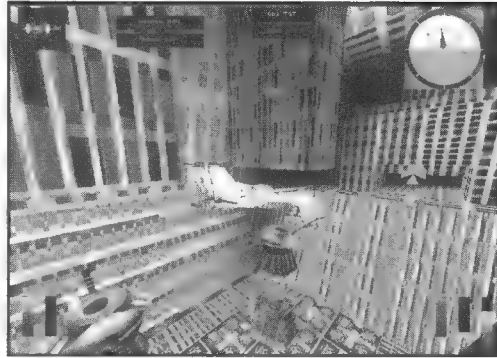
The chamber where the reactors are located is very dark, so use your Headlights if you have the power available. And the scene that's revealed under the glare of those lights is not a pretty one: in addition to the reactors, there are recombinant DNA laboratories here, busily helping to churn out more and more Furies.

This objective is very lightly guarded, so take your time and use the Enemies chart at the start of this chapter to choose the best weapon for each target.

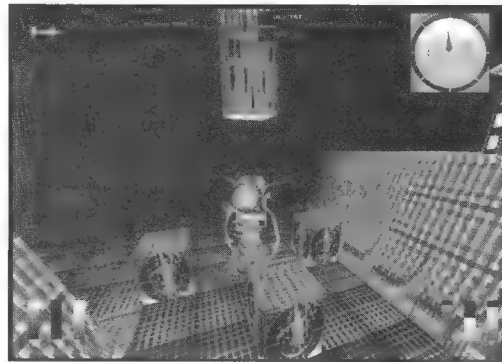
The cryogenic containers are located in the same room as the reactors and recombinant DNA laboratories, so their destruction will also be a simple (yet rewarding) task.

### ***Tenth and Eleventh Objectives: Free Cryogenic Prisoners and Reactors***

The description of this objective is a little misleading: *free* really means to put the prisoners out of their misery. The containers are located in the passageway that leads to the reactor room; use Valkyrie cannon to destroy them, conserving your Sledgehammers for the Stormbringer guns.



*The control units and reactors that comprise the seventh objective are housed in a miniature city similar to the ones you attacked outside. Fortunately, there aren't nearly as many dangers—at least not in this area.*

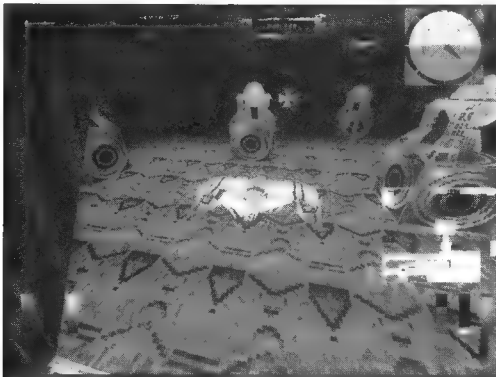


*The reactor room is very dark. Without your Headlights, you might not spot the one or two fighters guarding the area until they've landed several hits.*

**Tip:** *Warning: The hit points of most of the reactors are listed at the start of this chapter, but you'll occasionally run into some with ten times that number of hit points.*

# HELLBENDER

Be alert for Maverick fighters and SAM sites (24,96 and 8,96) guarding the reactors. As usual, take out the SAM sites first, and then use Vipers to dispatch the Mavericks. You'll also encounter Golden and Silver Hornets, but you know how to handle them. The main thing to remember is to proceed cautiously; you don't want to take damage simply because you blundered into an ambush.



*You must shoot all five of these switches if you hope to reach the cryogenic containers at the twelfth objective.*

## ***Twelfth and Thirteenth Objectives: Cryogenic Containers***

Before you look for the cryogenic containers, you probably need a few power-ups—and here's how to get some. Go to 47,28, face northeast, and shoot the green Chamber Switch in the corner. A hidden door will slide open, revealing an arsenal of Weapons storage bunkers.

Now you're ready for the next objective. First, shoot the Chamber Switch at 6,98; you won't hear anything opening because this switch controls a door very far away. Head to 54,96 and face northeast; you'll see yellow and gray colors through a tiny opening. Move into that opening and follow it all the way to 76,98, blasting open the Weapons storage bunkers you spot along the way. Then go to 75,98, face north, and point the Hellbender upward—you'll see another opening near the ceiling. Fly into the opening and down the tunnel. Be ready for the two Stormbringer guns waiting for you when you descend into a new area. Continue moving north, and you'll enter a chamber guarded by two more Stormbringer guns. Destroy them, and then head into the room. Shoot each of the five Chamber Switches here at least once (it doesn't matter if you shoot them more than once), and then blast open the Weapons storage bunkers at the rear of the room. Now return to the large chamber where the Chamber Switch at 6,98 was located. Shooting the switch at 21,88 opens a door at 26,82, allowing you to proceed with your mission.

Fly close to the ceiling and look at the pillars. You'll notice that now each one has an opening. (If you're getting lost, go to 11,94 and head toward the

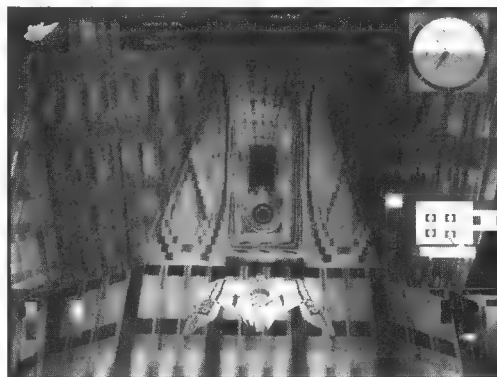
## CHAPTER TEN: SNOW CITY



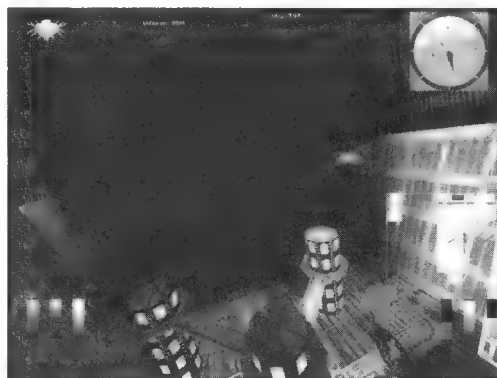
ceiling and then look north and south; you'll see the openings.) Each pillar contains Weapons storage bunkers. Open all of them and get the goodies inside. The most important pillar, however, is the one with the Chamber Switch—the switch is at 21,88.

Shooting the switch at 21,88 causes a hidden door to open at 27,82. A Maverick and a Silver Hornet will be waiting for you. Target the Maverick with a Viper before entering, and then arm the Valkyrie to take care of the Silver Hornet. (And don't overlook the Weapons storage bunkers on your left as you enter!)

Fire an Independence missile into the large chamber where the cryogenic containers are located before you enter it. There are all sorts of enemies inside that should be weakened before you venture forward. To begin the attack, hit Turbo thrust to move into the chamber, then turn left and activate your Cloaking device—there are three SAM sites near the ceiling that you must destroy immediately. They're on a beam at 15,57; 10,57; and 5,57. Once they're gone, all that stands between you and the sweet, fresh air of Snow City are a couple of fighters and a few Stormbringers. Destroy every cryogenic container you see.



*Shoot this Chamber Switch inside the pillar at 21,85 (facing north). A door will open, allowing you to continue the mission of destroying the cryogenic containers at 10,68.*



*Once you have destroyed this Silver Hornet, the rest of the twelfth and thirteenth objectives will be a mopping-up operation.*

### ***Fourteenth and Fifteenth Objectives:***

### ***Free Cryogenic Prisoners and Recombinant DNA Laboratories***

Despite having different objective names, all of the targets for the Fourteenth and Fifteenth Objectives are found in the same huge chamber. This is a mere

# HELLBENDER



*When looking for Weapons storage bunkers, don't forget that many are hidden behind secret doors, like this one at 101,95.*

hop from the last objective. It's guarded by Mavericks and Golden Hornets, as well as the ubiquitous Stormbringers. Wipe out everything in the room, and you won't even need to look at the Compass display to see where the next target is—until you see that blessed “EXT” appear in the Objective display.

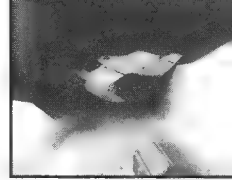
## ***Sixteenth and Seventeenth Objectives: Exit Underground City and Jump Zone***

To start your journey to the outside, shoot the Chamber Switch at 23,28—it'll open a

passage to an extensive network of tunnels and cubbyholes containing scores of Weapons storage bunkers. Shoot every Chamber Switch you see; the one at 56,64 leads to another series of rooms containing even more Weapons storage bunkers. More importantly, it will take you to a Chamber Switch (at 53,81) you must shoot to open the doors at 53,89—the quickest way out of the underground city. After you pass through this door, the exit will be directly overhead. Don't panic when you don't see an opening; you'll have to use the Valkyrie cannon to blast a hole in the ceiling and make your way outside. There'll be Silver Hornets waiting for you, but the Valkyrie that blasted the ceiling open will make short work of them.

Before you go to the Jump Zone, use the coordinate listing at the end of this section to collect as many of the power-ups as you need—and remember that sometimes the Weapons storage bunkers are hidden behind secret doors. If you get close to a coordinate and are blocked by a wall, try shooting it. For instance, if you go to 100,95 on the ground level, you'll see a recess in the wall. Shoot it to reveal a room with four Weapons storage bunkers.

## CHAPTER TEN: SNOW CITY



### Coordinates for Power-ups for Snow City, Mission One

#### Weapons

##### Dispersion Cannons

A: 103,94; 94,92; 91,96

B: 12,98; 76,96; 26,40; 43,60; 47,20;  
53,76; 5,78

##### Doomsday Mines

B: 104,19; 53,66; 60,33

##### Hellions

A: 103,96

B: 101,38; 43,44; 53,70; 60,37

##### Independence Missiles

B: 99,40; 40,52; 46,52; 46,47; 50,64;  
56,64; 57,41; 59,39

##### Legion Missiles

A: 92,94; 59,67; 59,65; 63,60; 8,4

B: 79,33; 50,77; 56,57; 57,39; 58,37;  
22,98; 15,67

##### Rapid-Fire Lasers

A: 107,95; 104,98

B: 10,100; 73,96; 20,47; 23,50;  
40,57; 53,78; 59,63; 15,35

#### Weapons, continued

##### Scorchers

B: 33,44; 53,68; 60,35

##### Sledgehammer Missiles

A: 92,92; a8,50

B: 79,29; 20,36; 26,35; 32,78;  
32,71; 39,20; 48,60; 53,54; 53,74;  
55,39; 56,37; 59,65; 8,18; 20,99;  
11,99

##### Viper Missiles

A: 63,58; 8,52

B: 79,31; 29,44; 30,50; 35,50;  
53,72; 58,35; 62,97; 75,48; 71,126;  
22,100

#### Repair

##### Repair Droid 25%

A: 53,72

B: 77,126; 10,90; 83,105; 75,99;  
5,59

##### Repair Droid 50%

A: 105,96; 61,66

B: 76,29; 118,110; 56,80

#### Repair, continued

##### Repair Droid 100%

A: 9,54

B: 53,64; 74,49

#### Energy

##### Energy Restore 25%

A: 56,72

B: 83,87; 12,88

##### Energy Restore 50%

A: 105,94; 57,66

B: 99,112; 76,33; 118,113; 50,83;  
15,49

##### Energy Restore 100%

A: 7,54

B: 53,80; 76,47

#### SAM Sites

A: 54,77; 51,83; 69,47; 77,44; 45,50;  
39,50; 67,66; 109,101; 103,112;  
94,108; 87,103; 95,87

B: 104,106; 115,112; 24,96; 8,96;  
10,57; 5,57; 15,57

A = Located on surface (may be inside chamber if planet has underground areas).

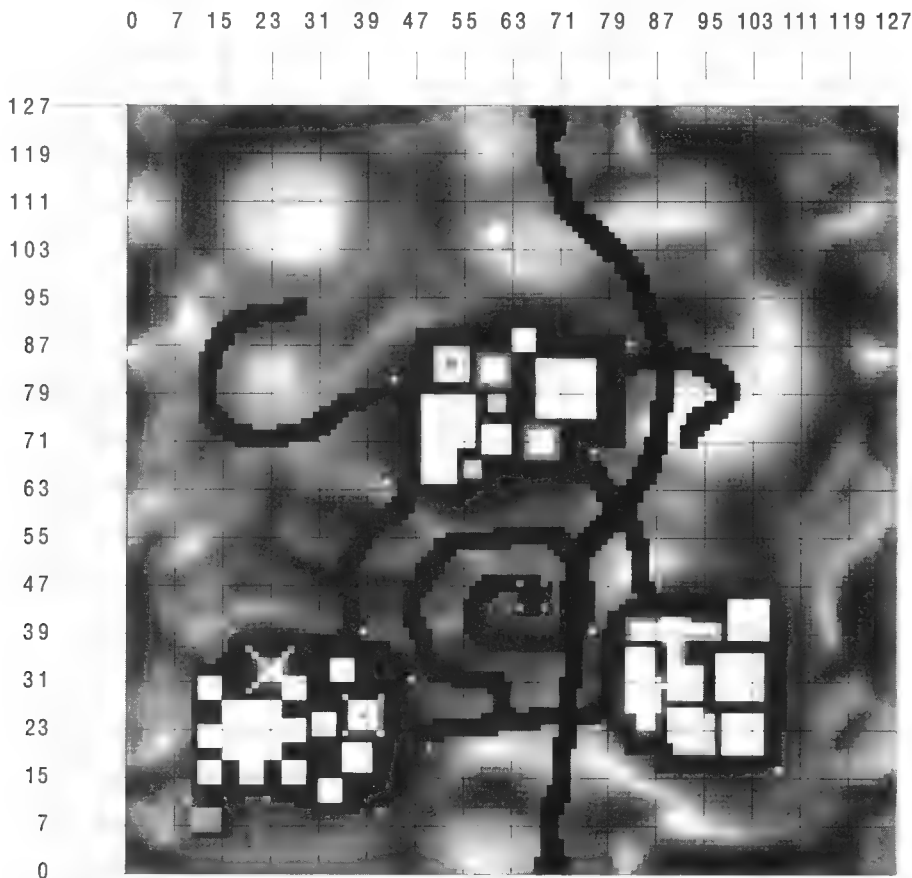
B = Located underground (or inside a chamber if there are no underground areas).

## Mission Two

### First Objective: Control Units

Just like the earlier objectives on the surface of Snow City, this objective requires you to focus first on eliminating SAM sites and Eradicators before going in to hit ground targets. You'll get an easy Eradicator kill right off the bat—one comes swooping down, escorted by a Golden Hornet, almost as soon

# HELLBENDER

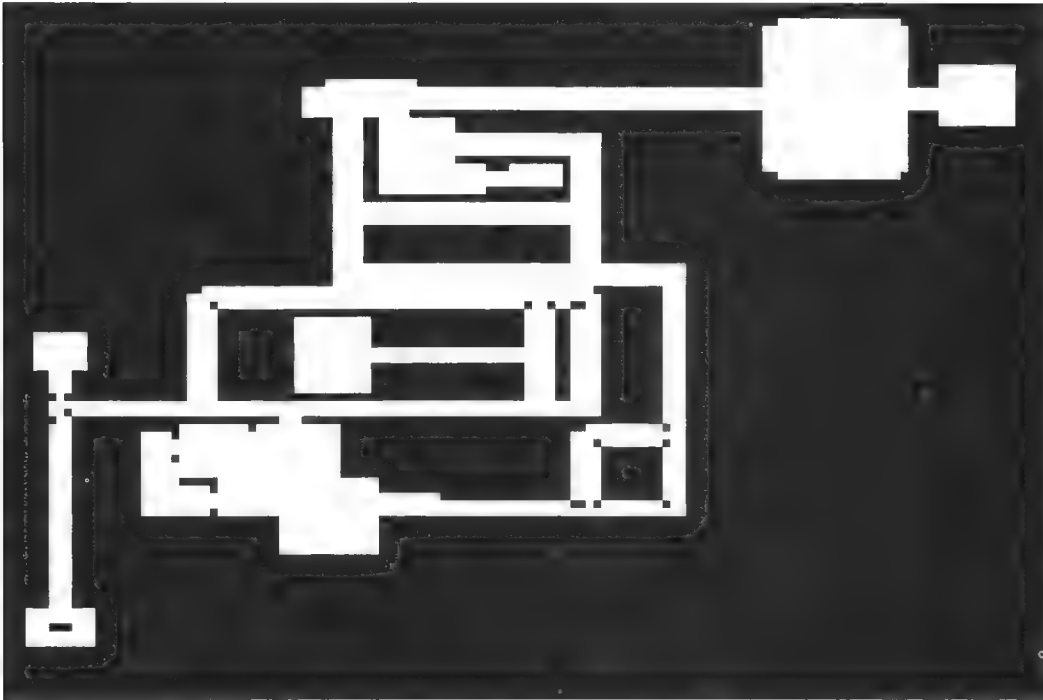


*Surface map of Snow City, Mission Two.*

as the mission begins. Use a Viper to destroy him, and then quickly switch to RFLs to bring down the fighter.

Let's take out a few SAM sites before getting down to business. Go to 59,94 and start heading east: your target is the SAM site at 83,87. From that location, turn east and then south, traveling down the frozen river toward another SAM site at 77,69. You'll hear the SAM locking on, but the steep walls on either side of the river will protect you. When you get to 86,69, with the Cloaking device activated, turn east and head toward the SAM site. From this SAM site, go due south to hit the one at 77,39.





*Underground map, Snow City, Mission Two.*

A few fighters will hassle you as you go about this business, but their numbers are so few you'll have time to switch to the appropriate weapon to dispose of them. Remember the Doomsday mine tactic isn't a safe bet until SAM sites are eliminated. If you spot Eradicators laying mines, seize the opportunity to rid yourself of these pests by arming Vipers and bringing them down.

By now you'll be about 325 distance units south of the objective. Begin approaching the target at about half-throttle. The first few targets should be easy pickings, but when you get to the long-



*This Eradicator shows up before you have time to even think about hitting the first objective of Mission Two.*

# HELLBENDER

**Tip:** *Before attacking the first objective, make sure you have enough energy in the Main Energy cell to use your Cloaking device as you take out the SAM sites.*

distance radar unit at 54,74, you'll hear another SAM locking on to you. Destroy the radar, and then arm Scorchers or Legion missiles and try to take out the SAM sites from the safety of the room in which the radar unit was located. One is at 44,81—

you can nail it with a Scorchers by moving to the east side of the room and firing from the safety of the room. Then move to the south side of the room to target the SAM at 43,64. With these dangers gone, you can easily knock out the rest of the targets at this objective. Before you leave, don't forget to hit the Weapons storage bunkers located at approximately 60,73.

## ***Second Objective: Communications Center***

If you followed the instructions for the first objective, you won't need to worry about the SAM site at 77,39, so the destruction of the SAM site at 88,47 should be your first task. Thanks to a huge ridge to the north of the site, you'll be protected from its missiles until you're nearly on top of it. Next take out the SAM at 78,23, and then head for the one at 108,16. Naturally, there'll be a few fighters swooping in to stop you, but their numbers are so few that you should have no problem coping with them. The real problem is Eradicators—they'll fly right by you releasing mines that explode after a couple of seconds.

Aside from that, this objective is essentially a pushover—provided you took care of those SAMs first.

## ***Third Objective: Control Units***

Depending on the direction from which you make your approach, you could run into SAM sites as far as away as 230 distance units from the objective.

There's a whole slew of them guarding this objective: you'll find them at 50,20; 47,31; 42,9; 39,39; 23,11; 17,39; and 10,11.

Because they form a sort of ring around the city, you can take them all out in less than 30 seconds by activating the Cloaking device and making a broad sweep around the entire objective (assuming your Main Energy cell is full—you'll need that much energy to power the Cloaking device for that long).

**Warning:** *A long line of closely connected white blips on the Compass display can mean only one thing: mines! When you see them, head down and away from them as soon as possible to avoid being caught up in the series of explosions about to come.*

Once the SAMs are history, climb above the clouds to lure fighters into pursuit—your ploy is to use the Doomsday mine. You probably won't be able to take out every fighter this way, but you'll destroy enough to make the ground attack run a breeze.

### ***Fourth and Fifth Objectives: Entrance to Underground Facilities and Cryogenic Containers***

The first few fighters you encounter underground will be Mavericks, which are vulnerable to your Vipers. Use the Vipers' homing abilities to target fighters lurking around corners—and remember that if the red bracket doesn't disappear after you hear the Viper explode, the chances are good that it's a Hornet fighter (although there's always the chance that the missile hit an obstacle en route to the target.) But the Mavericks will soon give way to a mix of fighters, so be ready to switch to the Doomsday and fly underneath, above, or to either side of the stationary Hornets and release the mine.

The room containing the cryogenic containers is completely unguarded, so you can afford to take your time knocking them out—switch to Valkyrie cannon to conserve rockets and missiles. And don't forget to open the Weapons storage bunkers here before you leave. Shoot the Chamber Switch at 42,42.

### ***Sixth, Seventh, Eighth, and Ninth Objectives: Free Cryogenic Prisoners, Biogenetic Storage Facility, Control Units, and Cryogenic Containers***

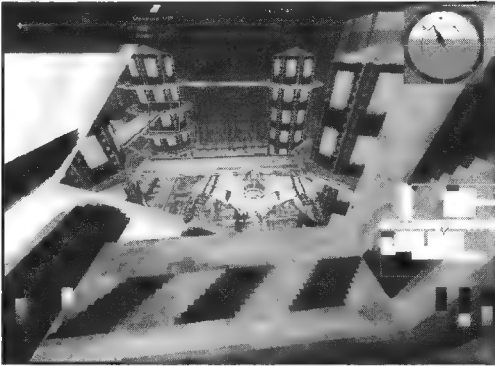
It's time to put an end to some more suffering. The entrance to the chamber containing the cryogenic prisoners is at 38,38. (If you didn't shoot the Chamber Switch at 42,42, this door won't be open.) A Maverick fighter is waiting inside



*Although you occasionally will be attacked by two or three fighters at once, the Furies often send a lone fighter like this Golden Hornet to stop you—giving you time to switch to the weapon that it's vulnerable to. In this case, it's the RFL-500.*

**Tip:** *Skim along the ground inside underground passages to avoid the fire of both Stormbringer guns and fighters.*

# HELLBENDER



*Hover in the doorway at 38,38 to take out these cryogenic containers. If you move all the way inside the chamber, you'll expose yourself to danger from a Maverick fighter that materializes out of nowhere.*

for you—target and destroy it with a Viper. Next, switch to Legion Missiles and destroy all the targets at the objective as you hover in the chamber doorway; another Maverick will materialize out of nowhere (actually, it somehow comes through the wall!), and if you're inside the chamber, you might take significant damage before you even know it's there. Once the ground targets have been destroyed, arm your Vipers and move a short distance into the chamber. When you see a red bracket against the far wall, start firing—you'll get the Maverick as it emerges.

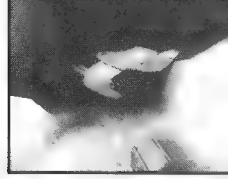
Grab the 25 percent Energy restores in the Weapons storage bunkers, and then shoot the Chamber Switch at 41,32 to cause

a wall to open in the west side of the chamber and reveal the biogenetic storage facilities. It's just one target. After you take it out, shoot the Chamber Switch at 26,32. It'll cause a door to open directly in front of you. The door leads to a chamber where a couple of Maverick fighters are hiding. Use Vipers to take them out before going inside. Shoot the Chamber Switch at 24,27. This will open a door at 29,25, revealing a biogenetic storage facility and several control units.

The cryogenic containers at the ninth objective are visible from the control units, but don't rush into that chamber—there's a Maverick lurking in the shadows at the far side of the room. Instead, hunker down as close to the floor as you can at 37,24 point the nose of the Hellbender up slightly, and then start firing Vipers. The Vipers will hit a lot of the cryogenic containers that stand between you and the Maverick. But eventually the path will be cleared, and one of the missiles will finish him. Once he's gone, you can destroy any remaining ground targets. Open the Weapons storage bunkers in this chamber and catch your breath before moving to the next objective.

## ***Tenth and Eleventh Objectives: Biogenetic Storage Facility and Checkpoint Tango 9***

Because there are more Mavericks than any other type of fighter in this underground complex, it's a good idea to keep Vipers armed as you head



toward the next objective. That way you can fire as soon as you see the red targeting bracket appear, and if it's not a Maverick, you'll have time to load Doomsday mines instead.

Both Mavericks and Silver Hornets protect this biogenetic storage facility. As usual, use Vipers to knock out the Mavericks before entering the chamber. After destroying all the targets, open the Weapons storage bunkers at 48,77 and 53,77, and then shoot the Chamber Switch at 58,69 to cause the east wall at 57,70 to morph open and reveal a slew of Weapons storage bunkers.

The checkpoint is only a short distance away. Nevertheless, proceed with caution. Fighters that can inflict significant damage are still lurking about. And unless you've been past the checkpoint coordinates before and already destroyed them, there'll be a couple of Golden Hornets and three Stormbringers waiting to welcome you there—but they should pose little threat since you expect them.

### ***Twelfth and Thirteenth Objectives:***

#### ***Cryogenic Containers and Free Cryogenic Prisoners***

After you've dealt with the enemies at the checkpoint, switch to Valkyrie cannon—Silver Hornets guard the passageway leading to the cryogenic containers at 94,87. When you reach the chamber where the containers are located, use Vipers to pick off as many Mavericks as you can. Some Vipers might slam into cryogenic containers, but that's OK—your goal is to destroy those containers anyway. When you no longer see the red targeting bracket, switch to Doomsday mines and enter the chamber, heading upward to the ceiling to avoid fire from Stormbringer guns.

Staying near the ceiling, cruise the entire chamber once in search of any fighters protecting the containers. You'll find a Silver Hornet or two hiding in the shadows, so have the Valkyrie cannon armed and ready. Once the fighters are gone, use the Valkyrie to knock out the targeted containers.

It's not clear why all of these containers were split into two objectives, and as you busily blow up every piece of equipment in sight, you probably won't even notice that the objective has changed. Before you leave, don't forget to hit the Weapons storage bunkers at 99,91 and 93,71 to pick up Vipers and Scorchers. Oh, and if you're wondering about the room that appears to be behind the wall at 101,81, there's a complete explanation in Chapter Fourteen (although I expect most of you turned to that chapter first!)

# HELLBENDER

## ***Fourteenth and Fifteenth Objectives: Exit Tunnel and Jump Zone***

There are few fighters left to harass you at this point in the mission, so use the coordinate list immediately following this section to locate any Weapons storage bunkers containing needed power-ups.

### ***Coordinates for Power-ups for Snow City, Mission Two***

#### ***Weapons***

##### **Dispersion Cannons**

A: 103,39

B: 53,77; 62,70; 11,64

##### **Hellions**

A: 105,43; 104,40

B: 61,71

##### **Independence Missiles**

A: 105,41; 102,40

B: 61,70; 9,65; 39,27

##### **Legion Missiles**

A: 103,41

B: 64,70; 12,66

##### **Rapid-Fire Lasers**

A: 105,39

B: 39,46; 11,65

##### **Scorchers**

A: 103,43; 72,81

B: 99,91; 62,71

#### ***Weapons, continued***

##### **Sledgehammer Missiles**

A: 101,39; 52,83; 54,82; 55,83

B: 9,64; 41,42;

Super Weapon Piece 7

B: 109,81

##### **Viper Missiles**

A: 104,42; 102,42; 101,41; 94,21;

74,79; 61,73

B: 93,71; 106,84; 64,71; 8,62

#### ***Repair***

##### **Repair Droid 25%**

A: 93,24; 53,85

##### **Repair Droid 50%**

A: 63,71

B: 63,70; 45,27

##### **Repair Droid 100%**

B: 12,62

#### ***Energy***

##### **Energy Restore 25%**

B: 38,33; 38,31

##### **Energy Restore 50%**

A: 101,43; 61,69

B: 106,79; 63,71; 48,77

##### **Energy Restore 100%**

B: 8,66

#### ***SAM Sites***

A: 83,87; 77,69; 43,64; 44,81; 78,23;

77,39; 88,47; 108,16; 42,9; 50,20;

47,31; 39,39; 17,39; 10,11; 23,11

B: 19,51

*A = Located on surface (may be inside chamber if planet has underground areas).*

*B = Located underground (or inside a chamber if there are no underground areas).*



### Mission Three

#### ***First and Second Objectives: Control Units and Recombinant DNA Laboratories***

You know the routine: hit the SAM sites and knock out the Eradicators, bring down the fighters, and then begin the ground attack. The good news is that there are no Golden Hornets to face on this mission, so you will switch immediately to the Valkyrie cannon when you see a fighter.

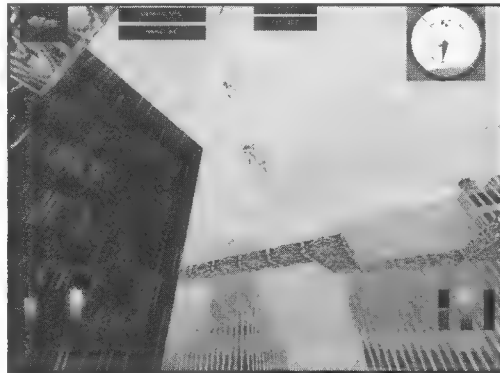
The best SAM to strike first is the one at 64,46. If you approach directly from the west, you can move in almost on top of it, and its missiles will still be unable to hit you. Next, travel west until you get to around 32,46, and then go due north until you're at 32,76. Now go east to reach the SAM site at 55,76; if you did it right, you'll once again see SAMs slamming harmlessly into the snow bank in front of you. Use a guided missile (Scorcher or Legion) to destroy the SAM site from a safe distance, or activate the Cloaking device and move in for a cannon kill.

Now go to 38,108 (use the Map display to ensure that you stay a good distance from the city as you travel), turn east, and go to 44,108—you'll be able to use a guided missile from here to destroy the SAM site at 59,108.

By now, you should have the general idea: go to one of the two coordinates for a SAM site, but very far away from the other coordinate, and then move in a straight line to the site. To destroy 77,48, for instance, fly inside the huge

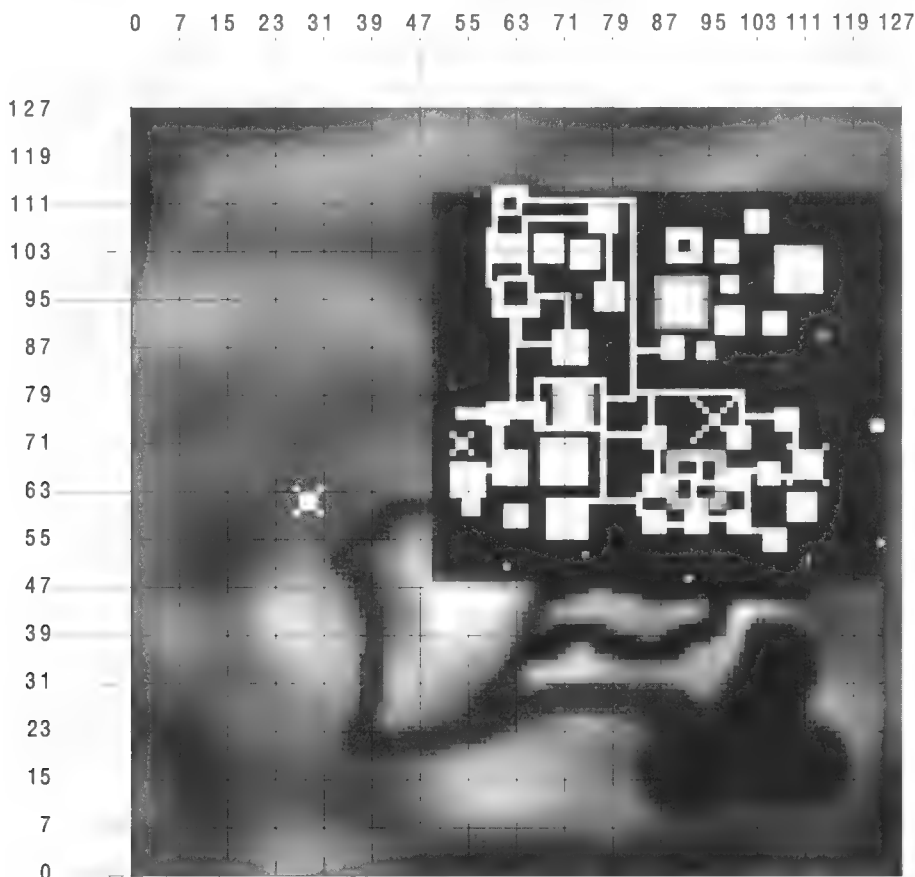


*Approach the SAM site at 64,46 from the west, and you can reach this point at 60,46 where you can see the SAM site plainly—but its missiles intended for you slam harmlessly into the hill.*



*Eradicators will try to hem you in with a ring of mines. If you stay low and target the enemy with Vipers, you can avoid serious damage.*

# HELLBENDER



*Surface map of Snow City, Mission Three.*

crevice that runs east-west until you get to 77,38—the 77 matches the 77 of the SAM site. Turn north, and you'll climb up a huge hillside—and you'll be able to target the SAM without taking any hits from it. To take out the one at 110,80, go to 110,40 and fire a Legion or Scorchier missile from the safety of the snow bank. The only SAM site that should pose a problem is the one located near the middle of the city at 76,91.

You won't be left alone as you make these rounds, of course: Eradicators and Silver Hornets will cross your path several times. But because they only show up one or two at a time, you should have little difficulty in bringing them



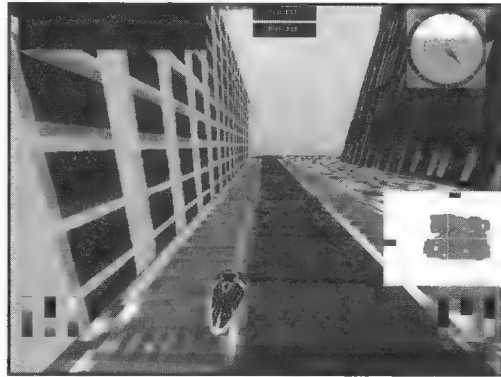
down and continuing the job of taking out all the SAMs protecting this objective. Once they're gone, knocking out all the targets at this objective should be simple. Stormbringers and the occasional fighter will be the only defenses left—not nearly enough to stop your mission of destruction.

The DNA labs are in the same city in which you've been fighting, and if you were thorough in your elimination of SAM sites, you should have few worries as you strike the targets at the second objective. When you're through, do not—we repeat, do *not*—go to the checkpoint.

### ***Third Objective: Checkpoint Omega Kappa***

Before going to the checkpoint, travel to 69,63 and shoot the Chamber Switch you see there. The wall will slide open, revealing nine Weapons storage bunkers. Open them up and grab the goods, and then shoot the Chamber Switch to go outside. Next, head straight up until you're just under the cloud cover, and then fly to 94,100—you'll see an opening in the top of a building. Head through the opening, and you'll find four more Weapons storage bunkers. Now go to 117,96 (street level) and shoot the Chamber Switch you see there. Hurry inside the chamber, open up four Weapons storage bunkers, and then exit back into the street. Finished? Good—*now* you may proceed to the checkpoint.

As soon as you reach the checkpoint, you'll receive an emergency message from



*Destroy the little blue cars that zip along the streets of Snow City, and there's a 20 percent chance they'll leave behind a 100 percent Energy restore.*



*Before Ambassador Ch'oe can tell you how to stop Shiva, you see his death on the Hellbender's monitor.*

**Tip:** *Use Vipers to attack control units, DNA labs, and radar units so that you can quickly target any Eradicators that might show up.*

# HELLBENDER

Ambassador Ch'oe. Despite your attack, the Furies have seized the wormhole nexus near Snow City—and Fx4 is about to detonate Shiva, a massive ship packed with carbonium and red sheol. By detonating Shiva at the wormhole nexus, the incredible destructive power of the weapon will be sent streaming through all the wormholes—and life on over 120 Coalition planets will be snuffed out in mere seconds. Before Ambassador Ch'oe can tell you how to stop Shiva, an explosion rips through the ship, killing Ch'oe almost instantly.

You're on your own, Councilor.

## ***Coordinates for Power-ups for Snow City, Mission Three***

### **Weapons**

#### **Hellions**

A: 93,90

#### **Independence Missiles**

A: 92,90

#### **Legion Missiles**

A: 95,98; 92,98

#### **Scorchers**

A: 113,96; 113,97; 112,97

#### **Sledgehammer Missiles**

A: 75,63; 74,62; 73,65; 72,63

### **Weapons, continued**

#### **Viper Missiles**

A: 95,101; 92,101; 76,61; 76,66;

71,61; 71,66; 76,81; 76,82; 75,81;

73,84

#### **Repair**

#### **Repair Droid 100%**

A: 112,96

### **Energy**

#### **Energy Restore 100%**

A: 74,63

#### **SAM Sites**

A: 59,108; 116,85; 125,70; 126,50;

114,47; 94,44; 77,48; 64,46; 55,76;

76,91; 110,80

*A = Located on surface (may be inside chamber if planet has underground areas).*

*B = Located underground (or inside a chamber if there are no underground areas).*

# Chapter Eleven

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## MISSION: DAGGER'S HEART

### SHIVA

There's not a lot left to say, Councilor. You know the situation: Fx4 is ready to detonate Shiva directly over the wormhole nexus at Snow City. If he succeeds, a chain reaction will spread through all the wormholes, exterminating all forms of life on over 120 Coalition planets. So saddle up and move out, Councilor. It's time to rumble—and I mean it this time.

## Mission One

### ***First Objective: Power Plants, Sentry Ship***

Unless your stockpile of Vipers and Legions is very low—and it shouldn't be after all the power-ups you grabbed on the last mission—you might as well forget about using cannons or lasers until you get inside the sentry ship. Your strategy on Shiva is simple: take out enemy fighters with Viper missiles as soon as you can target them. Because the fighters will sometimes hide behind the large sentry ships, you won't always be able to make the kill from a distance, but you should make long-range kills your goal whenever possible.

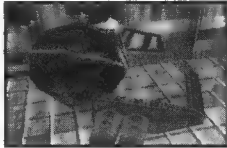
The sentry ship is guarded predominantly by Needle fighters, but you'll also see both types of Bandits here as well. No matter—they're all vulnerable to the same weapons. If you become entangled in a dogfight at close range, be sure to use your RFLs; the fighters are much more vulnerable to lasers than to cannon fire.

It takes only one Sledgehammer to destroy the T.H.W. 69 guns (I'll call them THWs for short), and while they pose no real threat unless you drop close to the surface of the ship, destroy them anyway—they might leave behind an 25 percent Energy restore. Fully powered Dispersion cannon is a good choice to use on the power plant itself.

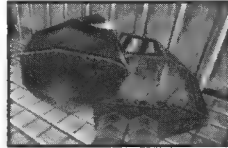
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# HELLBENDER

## *Enemy Ships and Defenses*



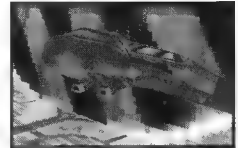
*Bandit 1250*



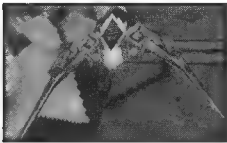
*Bandit 1370*



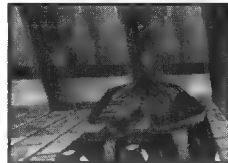
*Needle fighter*



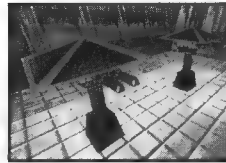
*1370 chamber guard*



*Needle chamber guard*



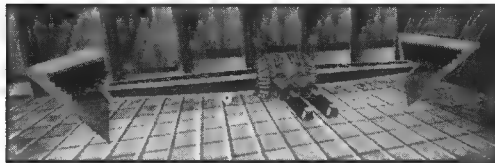
*T.H.W. guns*



*Hellfire guns*



*Annihilator guns*



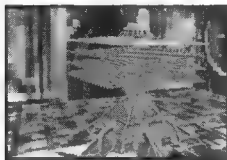
*Spanning guns*



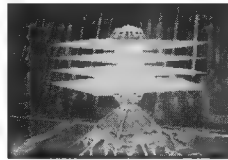
*Large power plant*



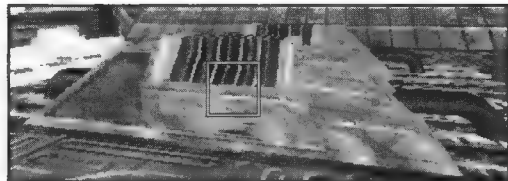
*Morning Star*



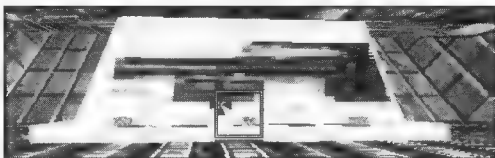
*Red communication filter*



*Green communication filter*



*Atmospheric processor*



*Reactor core*



## Bion Fighters and Targets

Enemies and Weapons	Hit Points (Cannons/Lasers/Missiles)	Power-up / Probability
Bandit 1250*	5/16/1	25% Repair / 15%
Bandit 1370	16/5/16	25% Energy / 15%
Needle fighter*	16/5/16	25% Energy / 15%
1370 chamber guard	invulnerable/16/1	Independence / 10%
Needle chamber guard	16/invulnerable/1	Legion / 10%
Nyx's fighter	1250/790/2500	None
T.H.W. 69 guns	33/invulnerable/4	25% Energy / 10%
Hellfire guns	2/2/2	None
Annihilator guns	16/16/16	50% Energy / 10%
Spanning guns	16/4/Invulnerable	50% Energy / 20%
*Parked Needle and Bandit 1250 fighters: 2/2/2 and 25% Energy / 10%		

## Installations and Targets

Large power plant	80/80/80	None
Morning Star	334/334/334	100% Energy / 5%
Red communication filter	16/16/16	50% Repair / 10%
Green communication filter	16/16/16	50% Repair / 10%
Reactor core	1/1/1	100% Energy / 10%
Atmospheric Processor	1/1/1	100% Energy / 10%
Not shown—Fx4	2000/500/4166	None
Not shown—Shiva	16666/8333/16666	None

## Second Objective: Power Plants, Sentry Ship

As soon as you destroy the first power plant, the Objective display will switch to indicate the next target is over 300 distance units away. You'll run into considerably more fighters on the way to the second objective, but with Vipers loaded, you should be able to take them all out while suffering little or no damage to yourself.

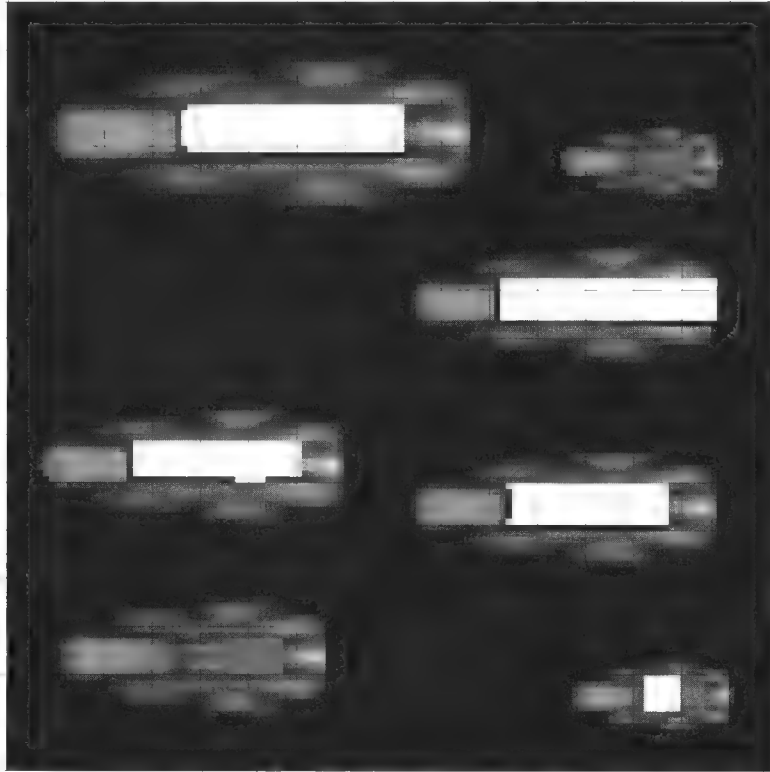
This power planet is located inside a sentry ship, and finding the entrance can be tricky. Go to the end of the ship that's at 57,50 and start going west. You'll come to a hangar bay loaded with parked Needle fighters.

**Warning:** For some reason, Scorch missile is ineffective against THWs—but that won't be a major problem for you, since these enemy guns aren't much of a danger unless you fly into their line of fire.

# HELLBENDER

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*Surface map of Shiva, Mission One.*

**Tip:** Use cannon or laser fire to blow up the parked fighters—there's a 10 percent chance they'll leave behind a 25 percent Energy restore.

Climb to the ceiling of the hangar, and then point the Hellbender's nose down and shoot one of the Chamber Switches you see. A door will slide open—stay as close to the ceiling as possible as you move into the next room. Destroy the three THWs on the

floor of the room, and then shoot the next set of Chamber Switches and continue moving westward, deeper into the sentry ship.

Three more THWs guard the two power plants here, but you can eliminate them easily with Sledgehammers. Knock out the two power plants with fully



powered Dispersion cannon or Sledgehammers, and then head back outside. You have to travel over 400 distance units to reach the next objective.

### ***Third Objective: Power Plant, Sentry Ship***

The entrance leading to the power plant is on the underside of the sentry ship at 80,43. Just as in the last objective, the first enemies you will encounter are parked fighters. Destroy them, but before shooting the Chamber Switch and moving farther into the ship, be aware that there are three Bandit chamber guards and two Hellfire guns in the next room. The Bandit chamber guards are invulnerable to cannon fire and resistant to lasers. The best tactic is to move fairly close to the door, shoot the Chamber Switch, and then quickly fire a couple of Independence missiles into the room. They won't destroy every enemy, so have another Independence ready when you proceed into the room.

After the Hellfire guns and chamber guards are destroyed, shoot one of the Chamber Switches in the room they were guarding to gain entry to the next chamber. The chamber, which contains the power plant, is guarded by two THWs, so stay near the ceiling to avoid their fire. Destroy the power plant, and then shoot one of the Chamber Switches in the power plant chamber to reveal a bevy of Weapons storage bunkers. Blast the bunkers open and grab the goods, and then move back into the power plant chamber and climb upward. You'll find another door and two Chamber Switches at approximately 100,43. Shoot one of them and be ready for the three THWs inside the chamber. After you take out the THWs, shoot the Chamber Switch in the back of the room at 91,43. This single switch

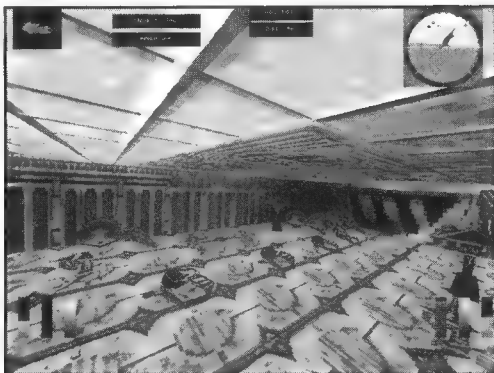


*The power plant on the first sentry ship is ringed by T.H.W. 69 guns, but like most ground guns, they can't aim upward. Hover above the base and knock them out with Sledgehammers.*



*Have your Vipers armed and ready as you journey between objectives, and you can knock enemy fighters out quickly and safely.*

# HELLBENDER



*This is not a sight you want to see: a room full of Bandit chamber guards and Hellfire guns. There's enough enemy firepower here to destroy you in just a few seconds. The best approach is to use a couple of Independence missiles to knock out a few of the enemy before you enter.*



*Before heading to the first checkpoint, use the cover provided by the sentry ship to pick off enemy fighters using Viper missiles.*

opens doors on the left and right that lead to chambers containing a Weapons storage bunker guarded by a lone THW. One bunker has a 100 percent Energy restore, the other a 50 percent Repair droid. Destroy the THWs and either grab the power-ups or drop a Beacon to help you retrieve them later, and then head back outside and start toward the checkpoint.

## ***Fourth and Fifth Objectives: Checkpoints Alpha Sentry 1 and Gamma Sentry 1***

There'll be a very large welcoming committee ready to greet you when you emerge from the underside of the sentry ship—so the best move is *not* to emerge. Move to the edge of the ship where you can target enemy fighters with Vipers while minimizing the target area you present to them, and then quickly pick them off one by one with Vipers. (You could use RFLs, but it'll take longer.)

Even using this tactic, however, your shields are likely to suffer some damage, so when you arrive at Alpha Sentry 1, look on top of the sentry ship at 107,11. You'll see a grid that's a different color. Shoot it to reveal a 100 percent Energy restore, and then head for Gamma Sentry 1.

## ***Fifth Objective: Power Plants, Sentry Ship***

Nine or ten fighters will be swarming over the top of the sentry ship when you arrive, so try to make your approach on the underside, using the ship to protect you from their fire. Once you've knocked out this horde, move to the end of





the sentry ship located at 117,77, ever on the lookout for the occasional fighter. Shoot the Chamber Switch at 111,75 to enter the first power plant chamber. The target is completely undefended. Smash it with either Valkyrie cannon or Sledgehammers, and then continue moving westward. Take the time to shoot the parked Needle fighters at approximately 98,77. You'll come to another pair of Chamber Switches. Shoot one of them to open a door to a chamber containing another unprotected power plant.

Destroy the power plant, and then go to 86,77 and climb upward—you'll see more Chamber Switches at 86,79 and 86,75. Shoot one of them to reveal a chamber housing five Weapons storage bunkers and two THW guns; knock out the guns, blast open the Weapons storage bunkers, and then exit the same way you came in.

### ***Sixth Objective: Power Plants, Sentry Ship***

Though it's over 500 distance units to the next objective, you probably won't encounter any enemies until you get within 150 distance units of the objective. The power plants are inside the sentry ship, but you should hover over the ship (with the Objective display indicating the target is directly below you) and patiently knock out as many fighters as you can—you don't want them harassing you as you try to locate the entrance.

Now move to the east end of the ship; you need to shoot one of the Chamber Switches at 64,108 and 64,103.

Before you do that, however, be sure to destroy the four THW guns sitting atop the ship very near these switches—if you don't they'll hit you with fire as you move through the entrance.

To reach the objective, you must move through a series of chambers—and you'll find THWs in each one. Two THWs will be waiting as you enter the first chamber. Head upward as soon as you clear the door and then use Sledgehammers to take out the THWs. Entering the next chamber is trickier because you must enter nearly at ground level. Still, you can avoid taking a hit by staying as close to the ceiling as



*Destroy these THWs before shooting the Chamber Switches—if you don't you'll pass right through their line of fire as you enter the chamber.*

# HELLBENDER



*Shoot the orange and gray wall at 48,108 to reveal a hidden room containing several Weapons storage bunkers.*

possible. And even if you do suffer some damage, there's a Weapons storage bunker containing a 100 percent Repair droid right beside the THWs.

Move west into the next chamber, and you'll find a few parked Needle fighters. Don't waste time or ammo shooting them; instead, shoot the orange and gray wall at 48,108 to enter a hidden room containing Weapons storage bunkers. (The final piece to the Super Weapon is here—see Chapter Fourteen for complete details.)

After you leave the hidden room, your first temptation will be to head down the long, green hallway and shoot the Chamber

Switch at 39,106—but be careful! When you shoot that switch, the left side of the hallway will slide upward, revealing a half-dozen THWs. It's possible to avoid their fire if you stay at ceiling level, but I suggest shooting the Chamber Switch before you enter the green hallway, and then firing an Independence missile into the area where the THWs are sitting. If your aim is good, you can knock them all out with one shot.

The next chamber contains eight Weapons storage bunkers (all containing Doomsday mines) and several parked Needle fighters. Grab the Doomsdays, and then shoot the Chamber Switch at 34,103 (or 34,108) to enter the last chamber, the one containing your objective: the power plants. Use fully powered Dispersion cannon or Sledgehammer rockets to take out the power plants, then blow up the red communication filters—they might leave behind a valuable 50 percent Repair droid. And, of course, blast open all the Weapons storage bunkers and grab the power-ups before you leave for the checkpoint. You're going to need everything you can get your hands on.

## ***Seventh, Eighth, and Ninth Objectives:***

### ***Checkpoint XYN-7734, Nyx, and Checkpoint Delta S11***

A fighter or two will appear as you head for the checkpoint, but you can eliminate fighters easily with Vipers. The big problem here is Nyx. Even though you defeated him back in the Tricerius belt, he's ready for you again. Save your

## CHAPTER ELEVEN: SHIVA

game as soon as the green Guardian power bar appears across the bottom of your screen.

You can deal with Nyx in one of two ways: missiles or mines. If you have plenty of Legions, start pumping them out the moment you see Nyx's ship is targeted—but be forewarned that it takes a host of Legions to bring him down.

My preferred tactic is similar to the one I used on Snow City: allow Nyx to follow behind the Hellbender, and then release Doomsday mines. Each mine that explodes near him causes significant damage, and you have more than enough Doomsdays, thanks to all the Weapons storage bunkers you opened at the last objective.

Whichever method you choose, don't forget to use your Cloaking device when you hear Nyx's missiles locking on to you, and remember—if your Hull Integrity gets low, don't hesitate to fire a Hellion to bring it back up to full strength. As long as you have two or three left when you've finished with him, you'll be in good shape for the last mission.

As soon as you reach Checkpoint Delta S11, you receive an emergency transmission from the *Amatsu*'s computer: the shields have failed, and the ship has been annihilated.



*Nyx is easily destroyed with Doomsday mines. Just keep your eye on the Compass display, and turn your ship so that he is behind you, then start dropping Doomsdays. Remember to keep moving or the mines won't drop—and be careful not to run into the minefield you just laid!*

**Tip:** *Don't fire a Hellion missile to restore your Hull Integrity if you've already defeated Nyx—it will be restored to full strength at the start of the next mission.*



*The beginning of the end for the Amatsu.*

# HELLBENDER

## *Coordinates for Power-ups for Shiva, Mission One*

### **Weapons**

#### **Dispersion Cannons**

B: 113,44

#### **Doomsday Mines**

B: 110,45

#### **Hellions**

B: 110,42

#### **Independence Missiles**

B: 112,44

#### **Legion Missiles**

A: 44,108

B: 112,45

#### **Rapid-Fire Lasers**

B: 113,45

### **Weapons, continued**

#### **Scorchers**

B: 112,43

#### **Sledgehammer Missiles**

B: 113,43

#### **Super Weapon Piece 8**

A: 41,108

#### **Viper Missiles**

A: 91,78; 91,76; 89,77

B: 113,42

### **Repair**

#### **Hull Restore 25%**

A: 94,78; 93,76; 43,108

### **Repair**

#### **Repair Droid 50%**

A: 87,45

#### **Repair Droid 100%**

B: 112,42

### **Energy**

#### **Energy Restore 50%**

A: 40,108

B: 111,43

#### **Energy Restore 100%**

A: 87,41; 108,12

*A = Located on surface (may be inside chamber if planet has underground areas).*

*B = Located underground (or inside a chamber if there are no underground areas).*

## Mission Two

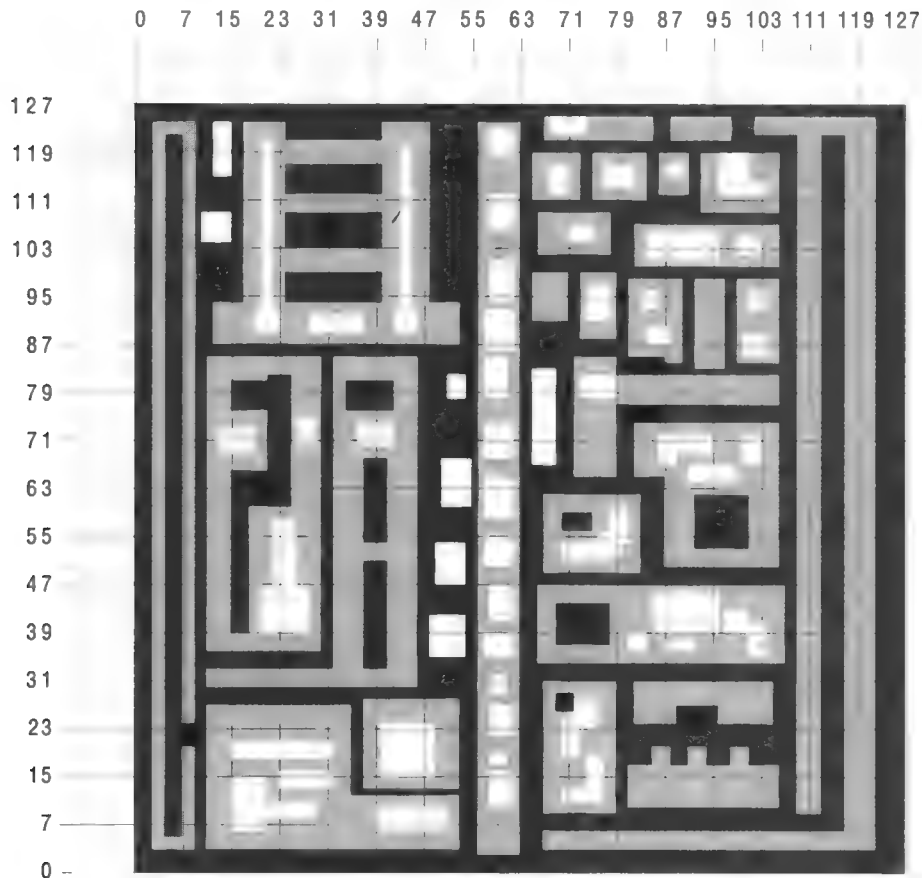
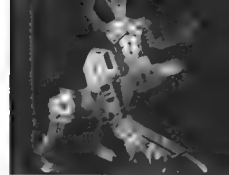
With Nyx defeated, you have only Fx4 standing between you and Shiva. Stay frosty, because everything is riding on your skill and wits.

### **First and Second Objectives:**

#### **Checkpoint Alpha Q7 and Checkpoint Beta X2**

You begin the second mission right in the middle of an ambush: there's an Annihilator gun on both sides of you and fighters swooping in for the kill. Pull the Hellbender's nose up and move away from the Annihilators—that'll give you maneuvering room to deal with the fighters. Fortunately, the lasers and cannon fire from the fighters isn't very powerful, so even if you take a few hits, you should undergo little damage before you've taken out all of them. And don't worry if your hull takes damage: at the checkpoint, you'll find two Weapons storage bunkers, each containing a 25 percent Repair droid.

## CHAPTER ELEVEN: SHIVA



*Surface map of Shiva, Mission Two.*

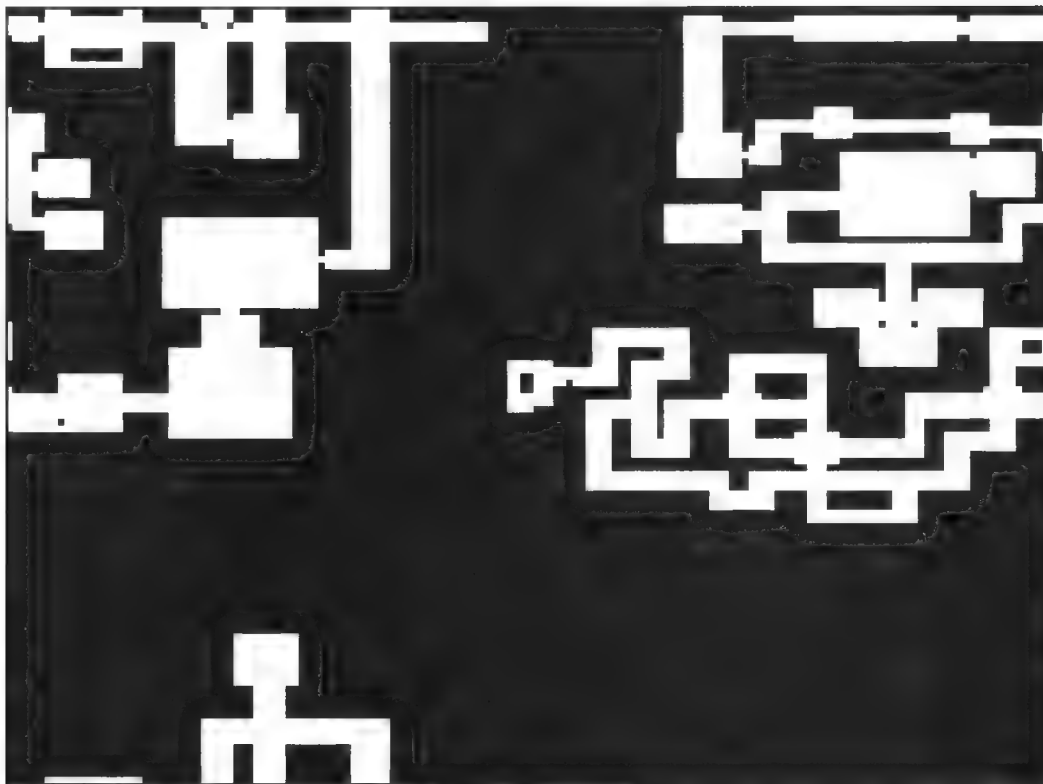
In fact, there are Weapons storage bunkers littered all over the top of the ship carrying Shiva at 31,106 is a group of five, for instance. There's no point in listing them all here—just use the coordinate listings at the end of this section, noting which ones are listed as being on the ground.

Five or six fighters will appear once you reach Beta X2, but the fact that you've made it this far means you will have no trouble bringing them down.

### ***Third and Fourth Objectives: Checkpoint Gamma C3 and Delta D2***

A smattering of fighters and three Annihilator guns form the defenses at Gamma C3, but it's nothing to worry about—Vipers will smash the fighters

# HELLBENDER



*Underground map, Shiva, Mission Two.*

before they draw close enough to bother you, and the Annihilators can't aim upward. Use your Dispersion cannon on them for a fast and easy kill.

After you reach Delta D2, the Objective display will switch to indicate it's time to enter a Tunnel—in other words, you're getting ready to go deep inside the ship. You can scout around the surface of the ship for Weapons storage bunkers before descending into the bowels of this beast, but it's not necessary unless your Hull Integrity is very low and you need to find a Repair droid.

## ***Fifth Objective and Sixth Objectives: Enter Ship and Checkpoint Sigma P0***

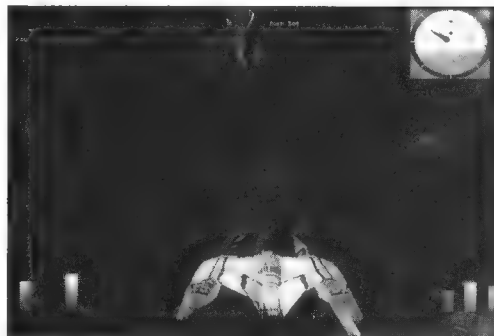
As you enter the first area of the ship, an Annihilator, a THW, and a spanning gun will greet you with heavy fire. Destroy the THW and Annihilator with

## CHAPTER ELEVEN: SHIVA



Sledgehammers and use your RFLs on the spanning gun. (It's invulnerable to rockets or missiles).

Before you start out for the first objective, here's how to load up on goodies. Shoot the Chamber Switch at 84,75, and then immediately use Turbo thrust to head east to 96,78 where you'll find an opening in the wall on the right. Follow the passageway until you come to a room containing parked fighters and Weapons storage bunkers—one Independence missile will blow up nearly everything in the room. Grab whatever is left in the wake of the explosion. Then head north through the doorway at 104,66. You'll come to a room protected by an Annihilator gun. Destroy the gun, and then fire another Independence missile to destroy all the fighters here and open several more Weapons storage bunkers. Now return to the area where you entered.



*As you cruise the surface of the ship carrying Shiva in search of Weapons storage bunkers, be on the lookout for Bandit and Needle fighters appearing out of nowhere.*

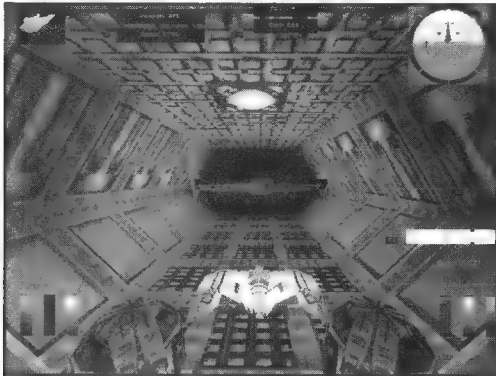
The first checkpoint is at 30,80. If you head directly toward the objective using the Compass display, you'll run into a closed door at 78,80. Shooting the switch at 80,75 will open the door, revealing a Needle chamber guard and several THW guns. Without entering the chamber, use a Viper to eliminate the Needle, and then stay near the ceiling as you enter the chamber. Destroy the THWs. (Note: If you see only a Needle chamber guard, destroy it and then shoot the Chamber Switch at 87,84 to reveal the other enemies.) As you continue moving west toward the objective, you'll come to another closed door, this one at 63,80. Return to the area where you entered and shoot the Chamber Switch at 80,84—now you can proceed westward toward the checkpoint.

Have Viper missiles ready to take out Needle chamber guards as soon as they're targeted—you can also use the Vipers as dumb-fire missiles against THW guns if there aren't any flying enemies around. Spanning guns pose a real threat because they're invulnerable to missiles or rockets; you'll need to switch to RFLs or Valkyrie cannon quickly in order to dispatch them before too much damage is inflicted.

Whenever possible, use the hallways to your advantage. Remember: you can target a chamber guard with a Viper even if you can't see him—which

# HELLBENDER

**Tip:** Only Chamber Switches with a red dot on top will open doors—the others are either red herrings or will cause a ceiling to collapse and crush you!



THWs and spanning guns are a deadly combo: the THWs prevent you from skimming along the ground to avoid the spanning gun's fire, and the spanning guns keep you from staying at the ceiling to avoid fire from the THWs. Take out the spanning gun first, and then turn your attention to the THWs.

the way they are situated. Destroy the chamber guard with a Viper, and then switch quickly to an Independence guard to knock out the THWs. Now you can proceed to Kappa T2.

Once you're there, you'll see a chamber with an entrance at 30,63 (you're still heading south). Arm Viper missiles to target and destroy the two chamber guards protecting the equipment inside, and then move into the chamber and knock out the green communication filters. Do not shoot the Chamber Switch at 28,57! If you do, the ceiling will come down and crush you!

Shoot the Chamber Switch (actually a door) at 34,59 from a good distance, and then switch to Vipers quickly to take out the chamber guard

means you can move to the edge of an intersection, turn your ship so the targeting brackets appear, and fire a missile to home in on the enemy. You can use overhangs in this manner, too: hide behind one, point the ship far enough down so the missile won't slam into the overhang (but you still see the targeting bracket), and then let the missile fly.

At the checkpoint is a Chamber Switch at 38,80; shoot it to open the door at 34,80. You're ready for the next objective.

## ***Seventh and Eighth Objectives: Checkpoint Kappa T2 and Reactor Substation***

Don't go through that door at 34,80—there's a THW and a Needle chamber guard waiting for you. Instead, use a Viper to take out the Needle *before* you go through the door, and then move into the hallway and destroy the THW. You should now be traveling south (you made a left turn after going through the door), and in just a second or two you'll meet another chamber guard. Directly behind him are two THWs that can shoot up to the ceiling because of



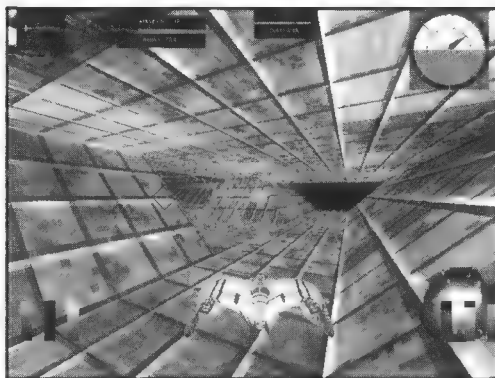


waiting on the other side of the door. This is the start of the passageway leading to the reactor substation.

Move slowly down the green halls, always on the alert for an opportunity to target chamber guards waiting in ambush around the next corner. When you get to the corner at 38,62, take a deep breath before venturing further—there are four Hellfire guns blasting away at you from inside a chamber. If you climb to the ceiling as you move toward them, however, you'll minimize damage. Once you get inside the room, you're safe—as long as you stay above them.

At 63,63 you'll find yourself in the middle of a chamber housing four power plants. Destroy them, and then proceed to the objective (it's less than 100 distance units from here.) A single blast from a laser or cannon is all it takes to knock out the reactor coolant system and the reactor core.

**Warning:** *Don't shoot the Chamber Switch at 28,57—doing so causes the ceiling to collapse, crushing the Hellbender into space dust!*



*Use Vipers to target chamber guards hiding around corners.*

### ***Ninth, Tenth, and Eleventh Objectives: Remote Energy Transfer Units, Control Units, and Atmospheric Processors***

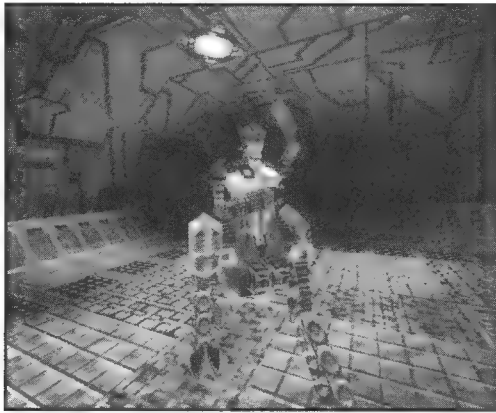
From the reactor substation room, head south down the brown hallway, ever on the lookout for chamber guards. Turn right (west) at 74,50, then left (south) at 54,43, and finally left (east) at 54,34. The chamber is unprotected. Destroy its contents with the weapon of your choice.

The control units and atmospheric processors are a stone's throw from the energy transfer units, and they too lack any sort of defense. One pop from a laser or cannon will send each target up in a very satisfying fireball.

### ***Twelfth and Thirteenth Objectives: Checkpoint Centauri 12 and Fx4***

Chamber guards stand between you and the checkpoint, but Vipers will send them down in flames before they have a chance to take a decent shot at you. To reach the checkpoint, go north from the intersection at 54,34, then turn left

# HELLBENDER



*The ultimate abomination, Fx4 struts mightily through this chamber, unleashing Viper missiles while the Morning Stars in the corners pound you with laser fire.*



*The way to beat Fx4: lots of Legion missiles and occasional use of your Cloaking device.*

**Warning:** *Don't shoot any switches in the chamber behind Fx4's lair except the one in the middle at 67,56! All the others cause the ceiling to close in and crush you.*

(west) at 54,43, and keep following the hallway until you reach 39,51. From there, you can target a chamber guard lying in ambush high in a corner. And as soon as he's destroyed, get ready. It's time to bring down Fx4!

You'll see the green Guardian power bar at the bottom of the screen after you reach the checkpoint, but a wall stands between you and the diabolic Bion leader. To blast open the wall, shoot the ceiling at 41,52—a red dot marks the spot to shoot. Before you enter the lair of Fx4, make sure your shields and hull are both at full strength. If they're not, be ready to fire a Hellion as you enter the chamber to bring them up to snuff. Once you fire that Hellion, though, be sure to switch back to Legions.

Fx4 is huge and powerful, but he's really not that difficult to defeat as long as you have plenty of Legions to hurl at him. Use your Cloaking device to break the locks of the missiles he fires. Just follow him around the chamber, keeping him in your sights (so that you won't target a Morning Star) as you fire Legions. You might have to fire a Hellion if your Hull Integrity gets low, but I was able to bring him down on the Hard Difficulty Setting without resorting to that measure.

Don't immediately head off to the next objective, gloating over your victory. Before you go, shoot the Chamber Switch at 61,56 (it's barely sticking above the floor.) A door will open right in front of you at 62,56. Enter the room and shoot the middle Chamber Switch—it's the only one with a

red dot on top. Don't shoot any of the other switches—the ceiling will crush you if you do.

### ***Fourteenth and Fifteenth Objectives: Checkpoint Seti 12 and Shiva***

Work your way back through the passages that took you to Fx4's chamber until you get to 38,49. There's an open entrance to a chamber here that contains two Needle chamber guards and, more importantly, five Chamber Switches. Save your game before you go any farther—this is very important! If you hit the wrong Chamber Switch by mistake, you'll either be crushed (if you're inside the chamber), or the whole room will be closed to entry.

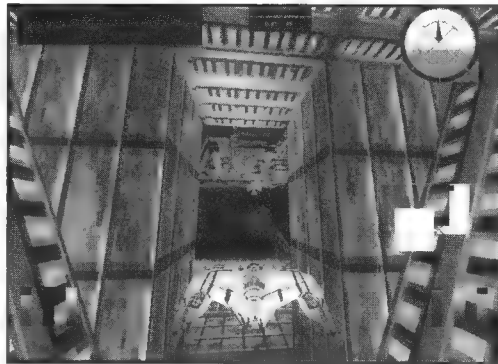
Use Vipers to target and destroy the two chamber guards before you enter, and then shoot the Chamber Switch in the far left corner, at 27,46. Remember: shoot this switch and no other! Exit the chamber and work your way back toward the entrance in order to reach the checkpoint.

Once you hit the checkpoint, return to the area where you entered the ship and continue eastward until you get to 98,79. Turn left (north), and you'll see that a door previously closed is now open. Follow this hallway toward your ultimate destiny.

The chamber containing Shiva is guarded by four chamber guards and four Annihilator guns. You can hover in the hallway and use Vipers to destroy two of the chamber guards, and then move inside and climb to the ceiling to avoid the fire of the Annihilator guns as you close in on the last two chamber guards. When the chamber guards are destroyed, use

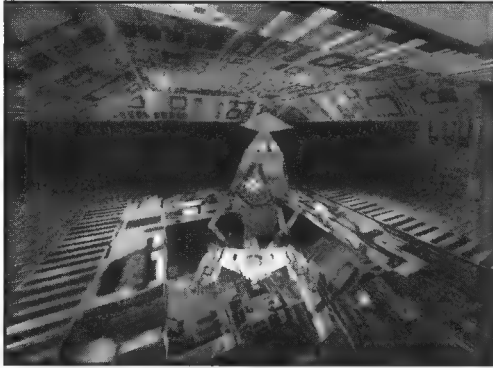


*Needle chamber guards protect the hallways leading to Shiva, but they're easily brushed aside with guided missiles.*



*Hover in the entrance to Shiva's chamber and use Vipers to destroy two of the chamber guards before venturing inside.*

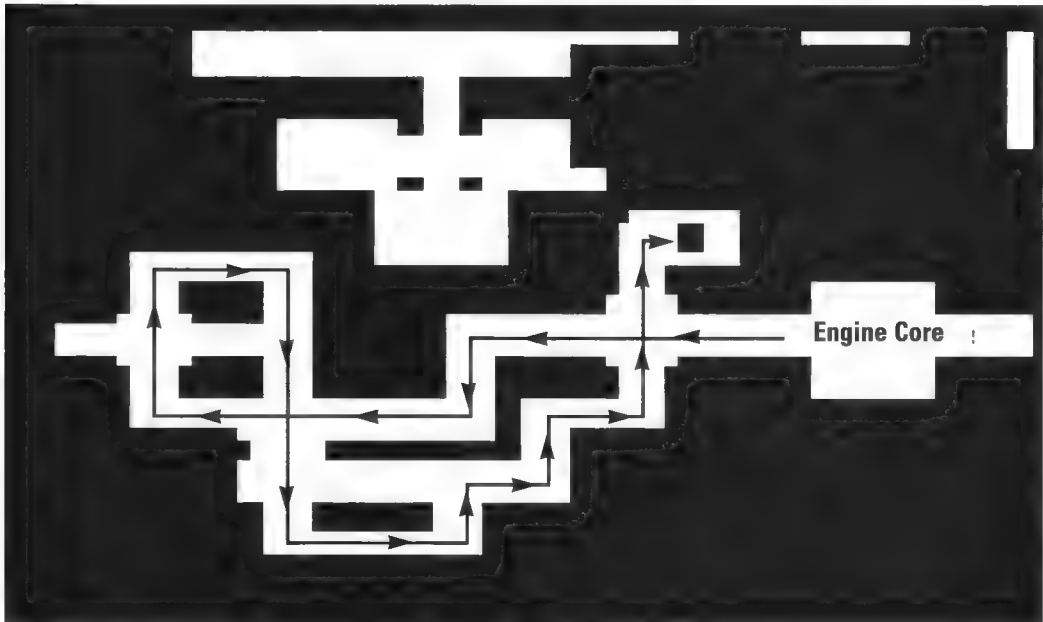
# HELLBENDER



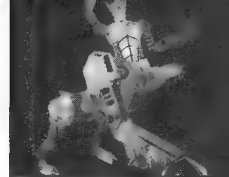
*The destruction of Shiva.*

Dispersion cannon to take out the Annihilators before turning your attention to Shiva.

Shiva itself is simple to destroy. Just pour Sledgehammers, Legions, Scorchers, or any missile you want to use into it. Don't use any lasers or cannons, though. Your Turbo thrust is replenished by Weapons energy, and you'll be needing lots of it very shortly.



*Underground map showing Shiva's engine core and how to escape.*



### ***Sixteenth Objective: Destroy Engine Core***

Several Needle chamber guards hover near the engine core, but they're easily handled with Viper missiles. After you've eliminated all of the guards, start blowing up the engine components one by one (a task made more pleasant by the excellent fireballs they produce when they explode).

The engine core's components are scattered throughout two rooms; you'll know you're getting near the end of your mission when you blow up the large reactor substation at 83,17.

When you destroy the last bit of the engine core, you have only 30 seconds to escape destruction yourself. See the map showing the escape route—in this instance seeing is better than reading.

Use Turbo thrust to scoot through long straightaways, but try to avoid ramming into walls and getting stuck: even if you only use Turbo thrust half the time, 30 seconds is ample time to escape, if you keep your head.

If you don't make it, you see a cinematic sequence of the Hellbender desperately trying to escape the blast zone. Look at the figure for an idea



*The destruction of the engine core—and the death knell for Shiva.*

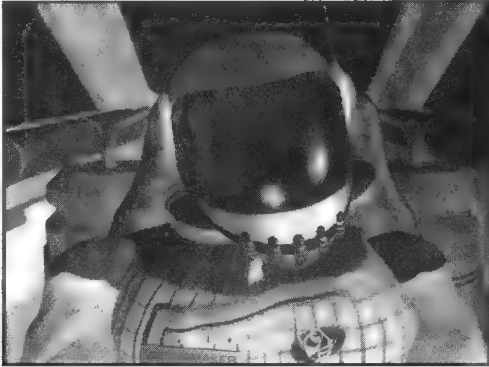


*If you don't make it far enough away from the engine core in time, this is what will happen to the Hellbender—and you.*



*Make it far enough away from the engine core's blast zone, and you see the Hellbender emerge unscathed from this scene of mass destruction.*

# HELLBENDER



*Like father, like son....?*

of what to expect if you fail. If you do make it, though, you see the Hellbender emerge from the ship just in time to relish the end of the Bion threat.

And after all this, it's only fitting that you—the unnamed warrior, the selfless Councilor who put his life on the line to preserve the lives of his fellow Coalition citizens, the unquestioned savior of the galaxy—find out at least one of the reasons you've managed to cut such a swath of destruction through the Bion forces.

Congratulations, Wannamaker. You've finally shown that you're worthy of the name.

## ***Coordinates for Power-ups for Shiva, Mission Two***

### **Weapons**

#### **Dispersion Cannons**

B: 102,102; 106,65

#### **Doomsday Mines**

A: 92,23;

B: 102,60

#### **Hellions**

A: 83,18

#### **Independence Missiles**

A: 80,107; 68,110; 26,116

#### **Legion Missiles**

A: 92,24; 77,120; 31,106; 32,107;  
32,105

B: 75,61; 107,104

#### **Rapid-Fire Lasers**

B: 107,102; 107,65

### **Weapons, continued**

#### **Scorchers**

A: 93,25

#### **Sledgehammer Missiles**

B: 102,107

#### **Viper Missiles**

A: 92,25; 91,120; 90,83; 80,103;  
78,87

B: 107,107; 104,65; 103,65; 102,65

### **Repair**

#### **Repair Droid 25%**

A: 72,87; 71,100; 30,115; 52,117;  
55,21; 55,5; 59,107; 61,107

B: 85,75

### **Repair**

#### **Repair Droid 50%**

A: 80,87; 115,12

#### **Repair Droid 100%**

A: 93,24

B: 63,64; 102,104

### **Energy**

#### **Energy Restore 25%**

A: 30,107; 58,88

B: 85,84; 82,75

#### **Energy Restore 50%**

A: 28,113; 30,105; 60,88

B: 82,84

#### **Energy Restore 100%**

A: 93,23; 54,115

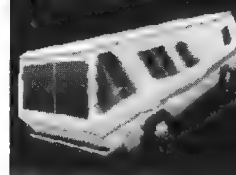
B: 46,64; 107,60

*A = Located on surface (may be inside chamber if planet has underground areas).*

*B = Located underground (or inside a chamber if there are no underground areas).*

# Chapter Twelve

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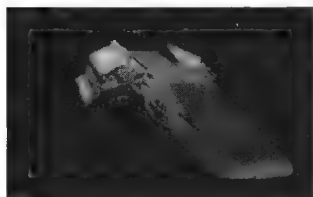


## THE MULTIPLAYER GAME

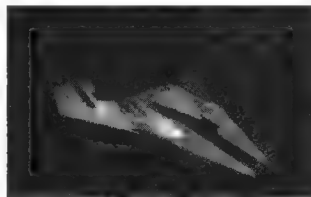
You've learned how to navigate your ship, how to manage ammunition, and how to use the various weapons. You've shot down countless Bions, blown up sprawling bases, and gone on spelunking expeditions in massive underground complexes. But there's one thing you might not have done yet: gone toe-to-toe with another human opponent. And that's one of the most exciting features of the game.

There's nothing quite like flying against another human opponent. Sure, all kinds of ships are after you in the single-player game, but it's just not the same as when you duke it out against another person—a person who's just as eager to win as you are and ready to do whatever it takes to achieve that goal.

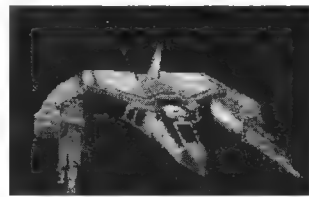
The idea behind a Multiplayer game is simple: each player uses his or her own computer to navigate his or her ship and fight, just like in the single-player game. The Multiplayer environment looks the same, but the ships you're fighting against are controlled by other people, not the computer—and fighting against human opponents is more fun because you can expect the other pilots to use their imagination and do the unexpected. And at the same time you can stay in touch with them by exchanging messages. You can also form alliances and fight in groups where you have to shoot your enemies but also try to go to the aid of pilots flying for your side. Here are the ships you'll be able to choose from in the Multiplayer game. (There's one more, but you'll have to read Chapter Fourteen to find out what it is.)



*Behemoth*

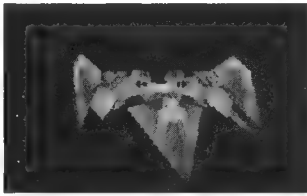
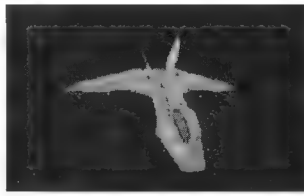
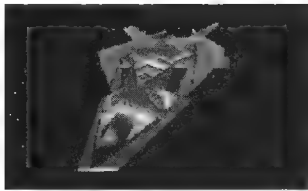
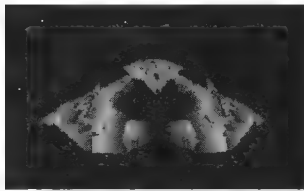


*Deathbringer*



*Hellbender*

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*Nemesis**Sand Tiger**Silver Hornet**Sunfire**Warhammer*

## Hooking Up

To play a Multiplayer game of Hellbender, the computer of each player must be connected to each of the others in the game. Computers can be connected in various ways, and Hellbender supports several of those ways. The simplest connection method is via modem. Simply put, there are two computers, two modems, and one phone line. The first computer uses its modem to dial the other one on the phone line; the second computer uses its modem to answer the phone, establishing the connection. Modem connections are also called one-to-one connections because they allow only two players to play each other at a single time.

Once upon a time, modem hookups were the most popular way to link two personal computers. But nowadays, Internet connections are the most common way to access other computers. Once you and a friend or two (or three or four) are connected to the Internet, it's relatively simple to connect to each other's computer for a Multiplayer game session. Internet connections aren't one-to-one, but just how many players can be involved in a single game depends upon





the characteristics of your Internet connection. In most cases, you can play against three (or fewer) players no matter which Internet Service Provider (ISP) each of the players uses. If all participants use the same ISP, you might be able to have up to four drivers in a single game.

Another advantage of Internet connections as compared to one-to-one connections is that you can play someone in another state—or another continent—for the same price you could play someone in the same city. The only limitation involves both modem and Internet hookups—how smoothly the game plays depends on the speed of the slowest modem among the participants. In other words, even if you have a fast 28.8 kbps modem, if your opponent is slogging along with a 14.4 kbps, that's the speed at which you'll game. Naturally, the faster the modem connection, the smoother the game. Hellbender requires a 14.4 kbps or faster modem, but a 28.8 kbps is highly recommended.

Some games let you go through an online “matchmaking” service to find opponents. In this connection, you use an Internet site to find other players interested in joining you, and you then set up the match. Although no matchmaking service was available for Hellbender at press time, one might be developed after the game is published. Keep an eye on Hellbender Web Site (accessed by clicking Help on the Main Menu and then choosing Hellbender Web Page for the latest developments).

A third option is to take advantage of a permanent network connection among a group of computers. Some people—especially office workers—are connected by a local area network (LAN), such as an interoffice system, and LAN-play offers the fastest way to access other computers for a Multiplayer game. Of course, while you can game against a gamer from any corner of the Earth with a modem and Internet account, local area networks limit your competition to gamers on the same network—and your boss might frown on heated Hellbender sessions during work hours. No matter where your LAN is, it lets you easily reach the maximum number of participants (eight). There is one limitation, however, Hellbender requires that the LAN support WinSock IPX or WinSock TCP .

### ***Basic Concepts***

Before you can engage in a Multiplayer game, you must contact the other players (email is best for Internet and modem-to-modem games) to arrange the game. Set a time for the game to start, agree on which planet you'll be playing on, and make sure you're set up and ready to go at the predetermined time. Fire

# HELLBENDER

up your computer, have refreshments and snacks handy (after all, a game might last for hours), and get ready for some fast and furious dogfighting action. (Note: there are no missions in the Multiplayer game of Hellbender, though there are Weapons storage bunkers to be found.)

One of the computers in a Multiplayer game is called the *host*. It's this computer that coordinates the participants. Players joining the game select the ship they'll fly (they all fly the same and have equal weapons); once the game begins, however, there are no differences between the host's computer and any other gamer's computer.

If you're the host, you must call your friends (or notify them by electronic mail) to tell them when your computer will be in host mode so they can call in and get connected. Then you should start your Hellbender program. Once you have, your friends should also start their game program, and then contact your computer. The process of establishing a connection between the gamer's machine and the host machine is called *joining* the game.

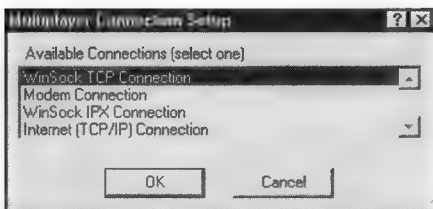
## Getting Connected

If you're establishing a direct modem-to-modem connection, the person joining the game dials the telephone number of the host computer. If you're establishing an Internet connection, the person joining supplies a special number (the Internet Protocol, or IP address, of the host computer) and the two computers connect. If you're establishing a LAN connection, you don't have to do anything special—the program finds all the other computers on the network that are running Hellbender, and you can set up a game just by selecting your

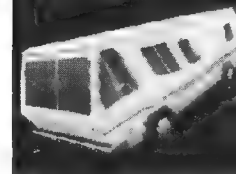
opponents' names. We'll explain all of this in more detail later in the chapter.

Once the computers are connected, the Hellbender program on each player's computer gets information about the other players and displays the opponents' names on screen. And when the game begins, each player sees the same thing on his or her screen as in a solo match, except that now every single ship you see is controlled by another human opponent.

Here's a step-by-step guide that explains what you need to do to host or join a Multiplayer game. The steps are essentially the same,



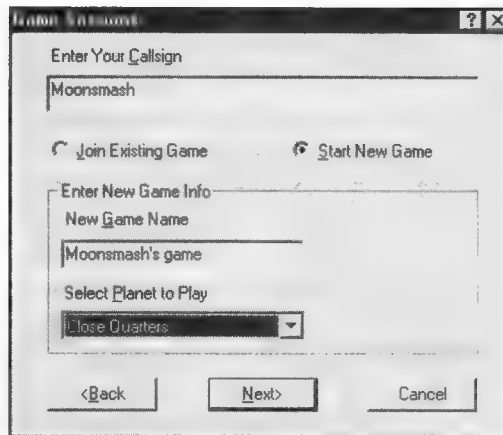
*Hellbender supports four types of connections for Multiplayer games: Winsock IPX and Winsock TCP for local area networks; Modem (for one-to-one gaming); and Internet TCP/IP, for competing over the Internet.*



regardless of the connection type you're using, except for the choice you need to make in the Select A Connection dialogue box. These selections are explained in the sections on LAN and Internet game.

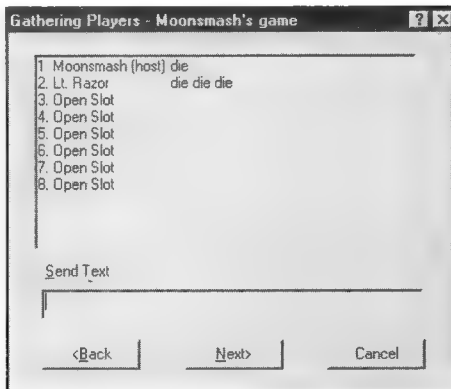
### Hosting a Game

1. Start Hellbender and select Multiplayer Game, either from the Quick Configuration Screen or by choosing Game from the Main Menu and selecting Multiplayer.
2. After selecting Multiplayer, you're given four options on the Multiplayer Connection Screen: WinSock TCP, Modem, Winsock IPX, and Internet (TCP/IP).
3. As host, you select the type of connection that the other players will use to connect to you by simply clicking on a type—in this example, we'll use Internet TCP/IP—and then clicking on the OK button. This takes you to the Game Sessions Screen.
4. The first time you access it, the Game Sessions Screen will appear with the Join Existing Game radio button selected. Because you're hosting the game, you need to click Start New Game. Once you do that, a new set of text boxes appear on the Game Sessions Screen prompting you to enter the name you'll be known by to the other planets and the name of the new game. You'll also see a selector box where you select one of three planets—Box Planet, Close Quarters, and Pariah—on which the game will be played.
5. After naming your game and selecting a planet, you're taken to the Gathering Players screen. You'll see the name you gave yourself listed in the top slot and Open Slots that will be filled as other players join the game. You can use the Send Text box at the bottom of the screen to send messages to all the other players as they join your game.

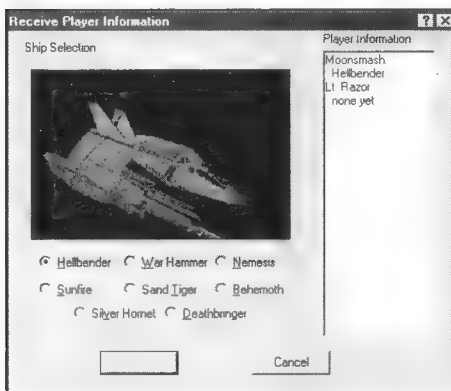


*The Game Sessions Screen as it appears after you choose a connection type on the Multiplayer Connection Screen. On the left is the default setting for Joining a New Game; on the right is what appears when you click on Start New Game in order to host a Multiplayer Game.*

# HELLBENDER



*The Gathering Players screen. Although anyone who joins can click the Next button to move on to the Receive Player Information screen, only the Host decides when the game will actually begin.*



*The Receive Player Information screen is where you choose your ship from one of eight selections. There's also a secret network ship you can access—see Chapter Fourteen for more details.*

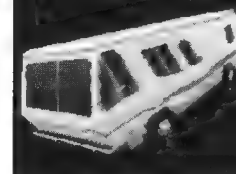
6. Once you click on Next on the Gathering Players screen, you're taken to the Receive Player Information Screen. On the right you'll see a list of all players who've joined the game so far; on the left is a Ship Selection dialog with nine radio buttons. Clicking on a radio button shows you what the ship you'll fly looks like. (But since there are no Outside or Chase views in the Multiplayer Game, only your opponents will get to see what the ship you've chosen looks like during game play.) At the bottom of the Receive Player Information Screen, you see two choices: Play Game or Cancel. If you're the Host, clicking Play Game will start the game with however many people have currently joined. If you joined the game, then clicking on Play Game may or may not immediately start the Multiplayer Game—it depends on whether or not the Host has already clicked Play Game. Clicking on Cancel, on the other hand, simply returns you to the Hellbender Main Menu.

7. Once the Host clicks on Play Game, the action begins on the planet of his or her choosing.

## Joining a Game

If another person is serving as host, follow these steps to join the game.

1. Select Multiplayer from either the Quick Configuration Menu or by choosing File on the Hellbender Main Menu and selecting Multiplayer.



2. Choose the appropriate connection type in the Multiplayer Connection Setup Screen.
3. When the Game Sessions screen appears, click on the Join Existing Game radio button. What you see in the Select an Existing Game to Join dialog box at this point depends on the type of connection you selected at the Multiplayer Connection Setup screen:

For a Modem connection, you'll see "Dial a New Number"

- For a Winsock IPX or Winsock TCP connection for playing over a LAN, you'll be presented with a list of all current Multiplayer Games of Hellbender being played on the network
- For an Internet TCP/IP connection, you'll be asked to Specify an IP address

For games over LANs, simply choosing an available game from the Select Existing Game to Join will take you to the Gathering Players screen shown earlier; if you choose Modem or Internet, you'll have to enter the Host's phone number or IP address, respectively, in order to make the connection.

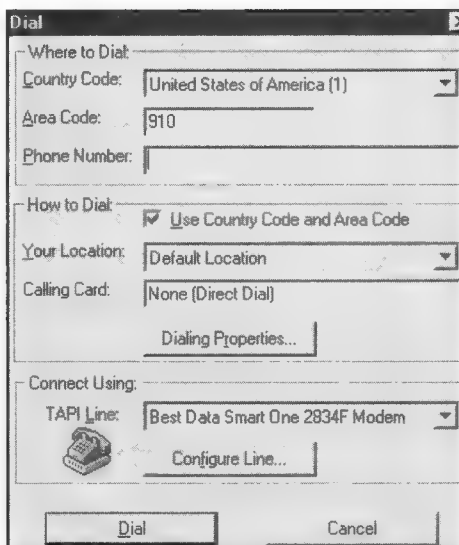
4. Once the connection has been established, you're taken to the Gathering Players screen like the one shown above in "Hosting a Game."
5. Click Next to move to the Receive Player Information screen, where you choose your ship and get ready to duke it out. Click Play, and soon you'll be fighting over (or inside!) one of the three Network levels. But if you click Cancel here, it doesn't merely return you to the Gathering Players screen; it aborts the entire process and returns you to the Hellbender Main Menu.

Now that we've seen how to Host or Join a game, let's look a little more closely at the various types of connections Hellbender uses for Multiplayer games.

### ***Modem Connections***

As we said, modems allow two computers to connect to each other through the telephone line. Connected computers engage in a conversation in much the same way you do. The benefit of modem gaming is that it's easy to set up and

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*Hellbender uses Windows 95's standard Dial applet for connecting to another player. If you've ever used the modem successfully, you should have no problems at all connecting to someone for a game of Hellbender. Once the connection has been made, you'll be shown the Gathering Players screen. Click on Next and you're taken to the Receive Player Information screen, where you can choose a ship and click Play Game to start the action.*

costs next to nothing if both players are within the same dialing area. A long-distance modem call costs the same as a long-distance phone call—but time can really add up in the middle of a heated game, so keep your eye on the clock if you decide to play a long-distance opponent.

## **Hosting a Game Via Modem**

If you're hosting the modem Multiplayer game, start the Hellbender game, choose Modem connection, and you'll see the Gathering Players screen—the program is waiting for your opponent to dial in to your modem and make a connection. Once you see the player's name appear in the list of opponents, click on Next to move on to the Receive Player Information screen in order to pick a ship and start your head-to-head dogfight.

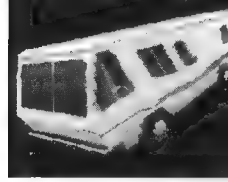
## **Joining a Game Via Modem**

Connecting to another player with your modem is almost as simple as hosting a Modem game. Choose Modem connection on the Multiplayer Connection Setup screen and click on Next, and then click on the Join Existing Game radio button. When you do this, you're shown Windows 95's Dial screen; if you've ever used

your modem successfully before, all the information here should already be correct. Enter the Host's phone number in the Phone Number text box, and then click on Dial.

## **LAN Connections**

LAN connections are faster than modem or Internet connections and offer very smooth Multiplayer games. LANs use various types of network protocols that allow various computers to communicate with one another; Hellbender



supports the WinSock IPX and WinSock TCP/IP used by the vast majority of local networks. Check with your network administrator to find out what type of network protocols your system uses.

Specify the type of protocol used on your local network, and the program takes care of the rest. If you're hosting a game, it lets all other computers know that a new session is available. If you're joining a session, your computer finds all the host sessions on the network. In other words, it's possible to have several simultaneous Multiplayer games on a network, and each session can accommodate up to eight participants. If for some reason your network doesn't support either protocol, you'll have to rely on a modem or the Internet to participate in a Multiplayer race.

### ***Hosting a Game Via LAN***

Follow the steps listed above for starting a Multiplayer game. Select either WinSock TCP Connection or WinSock IPX Connection in the Select a Connection Type slot. Click on OK, and then finish setting up the game.

### ***Joining a Game Via a LAN***

If another person has set up his or her computer as a host on a local area network, when the Multiplayer Connection Setup screen appears, choose WinSock TCP/IP Connection or WinSock IPX. On the Game Sessions menu, click on the Join Existing Game button, and then choose a game from the Select Existing Game to Join list. You'll be taken to the Gathering Players screen, and when you click on Next, it's on to the Receive Player Information screen where you choose a ship and get ready to do battle.

## **Internet Connections**

The Internet is probably the best method for setting up a Multiplayer session of Hellbender. You can expect many more potential players to be available than in your group of friends or coworkers.

If you're already using the Internet for Multiplayer gaming, you might be familiar with communication tools such as IRC (Internet Relay Chat), which lets people chat from worldwide location or Internet telephony applications that allow you to talk and listen to other users with your multimedia computer. These tools enable you to communicate with other players while setting up a

# HELLBENDER

game or even as you play, making a Multiplayer session easy to set up and lots of fun, too.

## ***What Should You Know About the Internet?***

Those of you familiar with the Internet can skip this section and start setting up a game. But if you're a gamer who has yet to venture on line, you're really missing something. The Internet not only provides players with the ability to engage in Multiplayer games, but it also gives them access to numerous resources about your favorite games.

The Internet is a popular hangout today for gamers and researchers alike. Its enormous network of computers spans the globe, and with the appropriate software, you can communicate with every machine and every user on the Internet.

The way you communicate with other Internet users depends on the software you're using. To exchange messages with other users, you need an electronic-mail program. To talk live to other users, you need a so-called Internet telephony application. You can even set up a conference with other users with a conferencing application like Microsoft's NetMeeting. Or, of course, you can engage in a Multiplayer game of Hellbender.

Multiplayer sessions over a wide geographical area are the Internet's contributions to gaming. Almost since its birth people have used the Internet for two-player games, but back then chess and blackjack were the order of the day. Little information had to be moved from one computer to another, and delays were well tolerated.

But the situation's different with an action game like Hellbender. *Lots* of information must be exchanged between machines, and it's crucial that the information is sent and received in timely fashion. To blast a competitor from the sky, you must see the competitor immediately and be able to watch his or her movements carefully. And with more pilots in the game, the more difficult this process becomes.

The Hellbender program tries to minimize the amount of information moved among computers and makes sure that the computer screens are synchronized, even if this means momentarily freezing the action. But the program can't do a thing about connection speed. If your connection to the Internet is slow—or the Internet itself is slow because of heavy traffic—the game won't be as enjoyable. A 28.8 kbps modem is highly recommended, and





if you can find opponents on the same Internet Service Provider, you'll get even more out of your Internet connection because you can game with seven opponents instead of a maximum of four.

To connect to the Internet, you need a modem and an account with an Internet Service Provider, such as The Microsoft Network (MSN). The ISP maintains a computer (the server) which is connected to the Internet, and every time you connect through their server, you have access to the Internet. When you subscribe to an Internet Service Provider, you get an account (a user name and a password which lets you connect to the ISP's computer), along with instructions about connecting your Windows computer to the Internet.

These days, it's easy to locate an ISP—try looking for ads in your local newspaper or consulting friends already using the Internet. Be sure to shop around because there are a lot of different packages available. All providers charge a monthly fee for the service, but some offer 5 hours, some 20 hours, and some unlimited time. Your best bet is to go with a provider who offers unlimited access: it usually costs 20 dollars or less, and with such a package, you don't need to watch the clock while you're online.

### Getting Your IP Address

Hosting a game via the Internet is similar to hosting a game by modem, except more than two participants can play, and the Host must provide an Internet address (an IP) instead of a phone number. This isn't your easy-to-remember email address; it's a TCP/IP address, the equivalent of your phone number on the Internet: four groups of four numbers, each ranging from 0 to 255 (for example, 192.30.105.23). TCP/IP stands for Transmission Control Protocol over Internet Protocol. Whenever you access the Internet by dialing into a dedicated Internet Service Provider (ISP), you're establishing a TCP/IP connection.

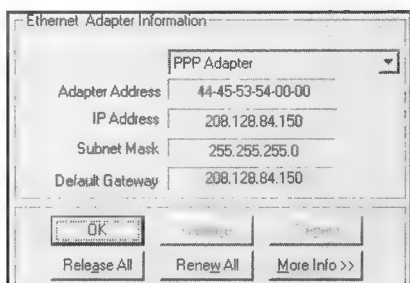
This number is assigned to you by your Internet Service Provider, and it's usually different every time you connect to the Internet. If you happen to have a fixed IP address—in other words, your computer is directly connected to the

**Tip:** *If you dial into The Microsoft Network using an MSN Internet number, you can establish a TCP/IP connection to the Internet through MSN. To search for available MSN Internet numbers in your area, select Categories from the MSN Central menu; in the Categories Window double-click on Internet Center and then on Getting on the Internet. Click on the blue bar that says Setup Instructions, and you'll see a window with a phone icon labeled Internet Phone Number List.*

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Internet and is therefore on line at all times, at least theoretically—be prepared for popularity: you'll likely become the target of fans looking for a quick game because it's much easier to join a game if you know the host's IP address ahead of time. If you enjoy hosting games, you might even want to consider getting a fixed IP subscription offered (for a fee) by a few Internet Service Providers.

If you have the new versions of America Online and CompuServe for Windows 95, you may be able to connect to the Internet through the services in a way that allows you to obtain an IP address.



*Use the WINIPCFG program to learn what your IP address is for any given session. Once you know the IP address, you can email it to fellow Hellbender fans so they can join the game you host.*

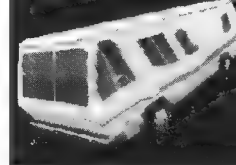
Check with these service providers on availability of the necessary 32-bit drivers. MSN users who use The Microsoft Network only as their Service type cannot connect to another player either. (To find out what Service type you're using on The Microsoft Network, click on Settings on the MSN Sign In Screen; if the Service type is "Internet and the Microsoft Network" or "ISDN access to the Internet and MSN," you'll be able to obtain a TCP/IP address. But if it just says "The Microsoft Network," you won't.)

But regardless of whether you have a dynamically assigned or a fixed IP address, here's how you find out what the number is without going through whatever protocol your service provider

requires to discover your current session IP address. Once you've logged on to your Internet service provider, select the Start box on the bottom menu bar of Windows 95 or, if Hellbender or some other program is running, press Esc-Ctrl to bring up the dialog box. Go to Run and type WINIPCFG into the dialog box. Press OK, and a IP Configuration dialog box appears that lists your IP address.

Make sure the entry of the first box is PPP adapter. (If the first entry is your network adapter, you will see your address on the local area network.) If your IP address is 0.0.0.0, it means you're not currently connected to the Internet and must first dial your Internet Service Provider.

Once you have your IP address, share it with the people you'd like to play in a Multiplayer game. But remember to share the information by email, Internet telephony, chat program, or by calling them on a separate phone line. If you disconnect your Internet service to call them, you'll probably have a different IP address next time you connect to the Internet!



### ***Hosting a Game on the Internet***

Follow the steps to start a Multiplayer game, select Internet TCP/IP Connection from the list under Multiplayer Connection Setup, and press OK to move to the Game Sessions screen where you put in a name for yourself and the game and pick which planet you'll be playing. Once that's done, click on Next to go to the Gathering Players screen. Note that it may take several minutes for the other players to enter your IP address and make a connection to your game. After the desired number of players has connected, click on Next to move to the Receive Player Information screen, pick a ship, and start the game.

### ***Joining a Game Via the Internet***

Before you can join an Internet Multiplayer game, you must contact your host to find out his or her IP number. Once the number's in hand, you're ready to get started. Follow the steps for starting a Multiplayer game, and when the first Join a Multiplayer Game window comes up, select Internet TCP/IP Connection under the Select a Connection list. Then enter the IP address of the host computer in the Specify Host Name or IP dialog box and press OK.



*To join a Multiplayer game of Hellbender over the Internet, you must provide the host computer's IP address in this dialog box.*

## **Something to Talk About**

The Multiplayer sessions of Hellbender are a bit different than the sessions you play against the computer. For one thing, there are no missions to carry out. You simply fight against the other players. Because you are not alone, you can't interrupt the game. You can't stop the game to consult the online documentation or take a break. If a player quits or otherwise disconnects his or her computer while a game is in progress, he or she is out of the game. The remaining players will be notified that a player has dropped out of the game, and they can continue.

### ***Chatting During Games***

During a Multiplayer game, you have three ways to send taunts and barbs to the other players. Note: F10 is not included in the F6 through F12 keyset.

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- Pressing F6 through F12 sends a pre-recorded audio taunt
- Pressing Shift + F6-F12 sends a text message
- Pressing F5 allows you to type in a message of your choosing

And here's the message each one sends:

## ***Pre-recorded Audio Taunt***

## ***Pre-recorded Text Message***

F6 Ch'oe: Lucky shot!	Shift+F6 Eat my afterburner!
F7 Fx4: Eat this, Councilor!	Shift+F7 You're history!
F8 Ch'oe: And you call yourself a fighter pilot, you pansy!	Shift+F8 You make me laugh.
F8 Fx4: Run away, run away!	Shift+F9 Beginner's luck!
F11 Fx4: Get out and see the sun!	Shift+F11 Prepare to die, mortal
F12 E.V.E: Are you threatening me?	Shift+F12 Would you like training wheels?

*Note: for information on modifying the default text messages, please see Chapter Fourteen.*

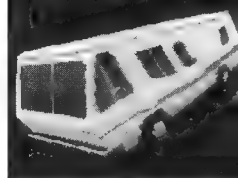
Text messages appear in the Message display in the upper left-hand corner of the HUD or Full Instrument display. You must also realize that keyboard commands are disabled while you're typing a message. If you're wondering why Hellbender doesn't use a real chat feature that would let players exchange messages through their microphones and speakers, the answer is bandwidth. A modem connection is just barely adequate for transferring game data between computers, let alone simultaneous voice data, although new modems are being developed that will let you talk to your opponent in a modem-to-modem game.

## **Multiplayer Tips and Strategies**

There are a few other twists involved in the Multiplayer game. For one thing, you can always see how you and your fellow pilots are faring by pressing the S key. This brings up an overlay on the screen that shows how many kills each player has scored and how many times each pilot has died.

It's probably best to use either audio taunts or the pre-recorded text taunts. Pressing F5 and typing out a message means you aren't paying attention to

## CHAPTER TWELVE: THE MULTIPLAYER GAME

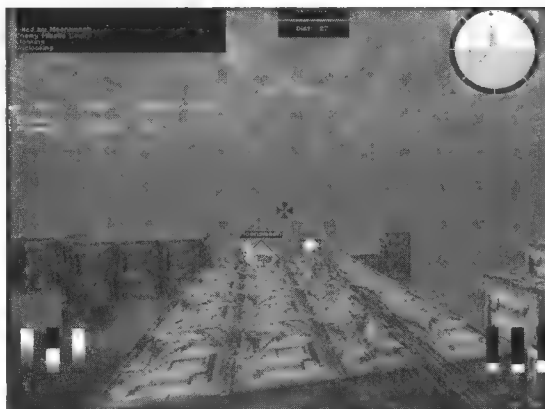


what's going on around you—a perfect time for an enemy to pop up and blast you.

Just as you used the Navigation computer to track objectives in the single-player game, you use it here to track all the other players. (Your own ship isn't listed in the Navigation computer.) To switch tracking to another player, press TAB; you can also press Shift+Tab to view them in reverse order.

When you get within 100 distance units of an opponent that's currently listed as the "objective" in the Navigation computer, a yellow targeting bracket appears onscreen—just the way it did when you were searching for objectives in the single-player game. And just as in the single-player game, that yellow bracket will have red around it if you have a guided missile such as the Viper or Legion loaded. (There are no Scorchers in the Multiplayer game.)

Cloaking works a bit differently too. If an opponent uses Cloaking, he'll no longer be tracked by your Compass or Objective displays: they both freeze until the opponent uncloaks. If an opponent cloaks after a missile lock has been established, the red targeting bracket will move to the next closest opponent (if there's one available); if he cloaks once the missile has been launched, the missile simply fires in a straight line (even if he uncloaks before the missile detonates).



*Pressing the S key during a Multiplayer game brings up an overlay showing how many times each player has died and how many kills they've scored.*

Score	Callsign	Kills	Deaths
6	Moonsmash	7	8
7	Lt. Razor	8	9

*Scoring screen shown at end of a two-player network game.*

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There's also a difference in the number and types of power-ups available to you. For starters, there aren't nearly as many as in the single-player game. What's more, each Weapons storage bunker usually contains fewer rockets or missiles than in the single-player game (lasers and cannon remain the same).

## ***Weapons storage bunkers: Normal vs. Network***

<b>Weapon</b>	<b>Normal Game</b>	<b>Network Play</b>
Sledgehammer	20	6
Scorcher	5	2
Viper	20	4
Legion	10	2
Independence	1	1

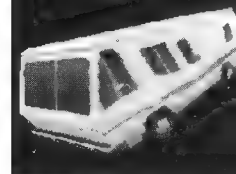
And here are the locations of those Weapons storage bunkers on all three planets.

## ***Coordinates for Power-ups for Net Play, Box Planet***

<b><i>Weapons</i></b>	<b><i>Weapons, continued</i></b>	<b><i>Repair, continued</i></b>
<b>Dispersion Cannons</b>	<b>Rapid-Fire Lasers</b>	<b>Hull Restore 100%</b>
A: 108,36	A: 104,14	A: 116,52
<b>Doomsday Mines</b>	<b>Sledgehammer Missiles</b>	<b>Energy</b>
A: 107,35	A: 122,72	<b>Energy Restore 25%</b>
<b>Hellions</b>	<b>Viper Missiles</b>	A: 74,29
A: 96,3	A: 89,126	<b>Energy Restore 50%</b>
<b>Independence Missiles</b>	<b>Repair</b>	A: 66,14
A: 74,45	<b>Hull Restore 25%</b>	<b>Energy Restore 100%</b>
<b>Legion Missiles</b>	A: 104,24	A: 4,53; 105,15
A: 73,102; 81,21		

*A = Located on surface.*

## CHAPTER TWELVE: THE MULTIPLAYER GAME



### Coordinates for Power-ups for Net Play, Close Quarters

#### Weapons

##### Dispersion Cannons

B: 59,43; 60,43

##### Doomsday Mines

B: 14,9; 17,70

##### Hellions

B: 82,58

##### Independence Missiles

B: 45,67

##### Legion Missiles

B: 18,9

##### Rapid-Fire Lasers

B: 27,43; 28,43

#### Weapons, continued

##### Sledgehammer Missiles

B: 77,38; 77,33; 80,67

##### Viper Missiles

B: 4,59; 80,58

#### Repair

##### Hull Restore 25%

B: 14,9; 82,60

##### Hull Restore 50%

82,66

#### Energy

##### Energy Restore 25%

B: 18,9; 82,57

##### Energy Restore 50%

B: 82,68

##### Energy Restore 100%

B: 97,36

### Coordinates for Power-ups for Net Play, Pariah

#### Weapons

##### Dispersion Cannons

A: 100,2; 102,3; 101,3

B: 53,77

##### Doomsday Mines

A: 83,81

B: 50,76

##### Hellions

A: 26,47

##### Independence Missiles

A: 15,26

##### Legion Missiles

A: 73,102

#### Weapons, continued

##### Rapid-Fire Lasers

A: 58,111

B: 55,76

##### Sledgehammer Missiles

A: 116,78; 117,84

##### Viper Missiles

A: 56,58

B: 51,77

#### Repair

##### Hull Restore 25%

A: 42,22; 24,84; 37,54

B: 50,77

#### Repair, continued

##### Hull Restore 50%

A: 52,124

##### Hull Restore 100%

A: 83,83

#### Energy

##### Energy Restore 25%

A: 117,81

B: 56,77; 100,57

##### Energy Restore 50%

A: 40,6; 4,17

##### Energy Restore 100%

A: 83,83; 84,47

A = Located on surface (may be inside chamber if planet has underground areas).

B = Located underground (or inside a chamber if there are no underground areas).

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*Box Planet: one of the three different network levels.*



*The Close Quarters network level.*

Another thing to remember is that when you die, you're given a new complement of weapons—including Vipers, perhaps the most deadly weapon in the Multiplayer game.

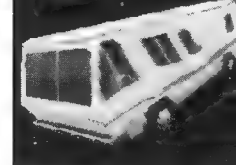
As far as strategies go, many of the things you learned in the single-player game apply here, too—using buildings and terrain to shelter from the enemy, hiding inside rooms to ambush opponents the way the Bions tried to do to you, using Cloaking to break missile locks, and so forth. Doomsday mines are great for killing Multiplayer opponents because your opponents are usually so busy looking at the Compass display to track you down they'll run right into them.

There are three planets to choose from in the Multiplayer Game: Box Planet and Pariah are both set above ground, while Close Quarters is in a maze of tunnels. Which planet you're playing on, of course, will drastically affect your strategy. There's one handy undocumented feature that can give you the upper hand regardless of which planet you're on. By pressing Ctrl+Shift+M, you see a Compass display not of your immediate

surroundings, but the entire planet! This makes it very simple to spot Weapons storage bunkers and enemies at single glance.

When a player leaves the game, he or she is shown a final tally for himself or herself and the other players.





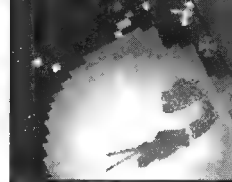
### The Hellbender Web Page

Because most game players are also avid Internet surfers, Microsoft has included a hot button on the Main Menu of Hellbender that takes you to a site designed exclusively for fans. This is *the* place for the latest information about the game, including tips, hints, and much more. If you're connected to the Internet, you can pay a visit to this site every now and then—it's only a mouse-click away.



*The Pariah network level.*





## OPTIMIZING GAME PLAY

Computer games—especially games that employ cutting-edge graphics and sound technologies like those in *Hellbender*—are among the most demanding programs you can run on your PC. The reason is simple: no other type of program uses as many of your PC's components simultaneously as a computer game. A sophisticated AutoCAD program or desktop publishing application, for instance, may make strenuous demands on your system's memory (RAM) and central processing unit (CPU), but they aren't using your computer's sound card to produce sound effects and music at the same time. Toss in real-time rendering and animation of objects in true 3D, synchronization of two or more computers for a multiplayer game, and support for joysticks and game pads, and it's easy to see why so many users experience problems getting their games to run properly.

Fortunately, the Windows 95 operating system eliminates many of the problems previously experienced by gamers. One of the biggest sticking points encountered in years past, for example, was getting things like the sound card and joystick to work properly. With Windows 95, however, those troubles vanish: if you hear sound in Windows 95, you'll hear it in a Windows 95 game. And thanks to the Windows 95 Add New Hardware Wizard, you can easily spot and correct the conflicts that might arise when two peripherals, such as a joystick and sound card, try to use the same system resources.

But just because a game is running under Windows 95 doesn't mean it's running at optimal performance. Over the next few pages, I'll look at steps you can take to ensure that *Hellbender* will run as smoothly as possible—and those same steps will improve the performance of all your other Windows 95 applications as well.

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## System Requirements: Minimum Versus Recommended

The minimum system requirements listed on the game box are usually just that: the bare minimum in processing speed, RAM, CD-ROM speed, and video card specifications needed to get the game up and running, period. Some games—particularly those that don't use true 3D graphics and animation—will run just fine on a system that meets that game's minimum system requirements. But often, playing a game on a system that only meets the minimum requirements is not a satisfying experience.

That's why many game publishers, including Microsoft, list two sets of system requirements: minimum and recommended. When deciding whether or not a game will run well on your system, it's best to base your decision on the recommended requirements. The very existence of a system recommendation is an indication that you probably won't be thrilled with the performance you get running the game on a lesser system.

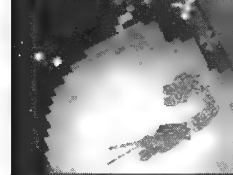
With that in mind, let's take a look at the various components listed in the system requirements for Hellbender, and then discuss what steps you can take to make the game run at peak performance—either through upgrading individual components or by tweaking the many configuration options available in the game itself.

### ***Central Processing Unit (CPU)***

- Minimum: 75 MHz Pentium
- Recommended by Microsoft: 90 MHz or faster Pentium
- My Recommendation: 120 MHz or faster

The CPU is best described as your computer's "brain." It's the silicon chip inside your system that actually carries out the instructions in various programs; the faster the CPU, the faster an application will run. As you'll see later, CPU speed isn't the sole determinant of how fast a program will run, but it's unquestionably the single most important factor.

CPU speed is measured in megahertz, or MHz; to play Hellbender, you need at least a Pentium-based computer with a CPU speed of 75 MHz. But the fact is that, while the game will certainly *run* on a 75 MHz Pentium, such a



system simply isn't powerful enough to show the game in its best light. The animation will be choppy, the ship won't handle as well, and load times between missions will be longer.

That's why Microsoft is recommending a 90 MHz Pentium to play *Hellbender*. But even with a 90 MHz Pentium, you'll probably want to play at the lowest graphics resolution (more on that later in this chapter) and perhaps even turn off some of the graphics extras, such as shadows for all the ships. But at least with a 90 MHz Pentium, the game will run reasonably well. Of course, if you have a 120 MHz, 133 MHz, or 166 MHz Pentium, the game will run even better.

If you do have a 75 MHz Pentium and have been running Windows 95 applications, though, you've probably already come to the conclusion that it might be time to upgrade to a faster CPU. Fortunately, the arrival of the Pentium Pro chip from Intel has caused prices on all Pentium chips to drop, especially Pentium Overdrive Processors. The Overdrive Pentium 125, for example, can upgrade a 75 MHz Pentium system to 125 MHz, at a cost of between \$270 and \$300. That may sound like a large chunk of change, and you have to keep in mind that such an upgraded system won't perform as well as one that shipped with a 125 MHz processor (the motherboard engineered for a 75MHz Pentium wasn't designed to go that fast), but it's definitely less expensive than buying a brand new system.

One other thing to keep in mind is that faster processors are just around the corner. If you can get by on your 75 MHz system for a few months, the arrival of 200 MHz Pentiums (not Pentium Pros, whose architecture provides advantages mainly for PCs used as servers or workstations) will knock down prices on slower chips even more.

### ***Memory (RAM)***

- Minimum: 8 MB
- Recommended by Microsoft: 16 MB
- My Recommendation: 16 MB

Another crucial component affecting how well a given program will run is the amount of Random Access Memory, or RAM, you have installed in your machine. When you launch a program, the program and the data it needs are loaded into the available RAM on your system. The more RAM you have, the

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more data can be stored there. If you don't have enough RAM to store the data, your computer will have to pause from time to time to locate and load the data from disk, which will introduce delays into the game. Because the CPU can retrieve data from RAM much faster than from the hard drive or from a CD-ROM, system performance almost always improves as you increase the amount of available RAM. There is a point of diminishing returns, of course—you may not notice a huge difference in jumping from 16 MB to 32 MB, for instance, unless your PC is a server on a local area network, but as a general rule, when it comes to RAM, the more the merrier.

The minimum amount of RAM needed to play Hellbender is 8 MB, but you can rest assured that you'll be doing a lot of waiting if you try to play on a system with only 8 MB, especially if the processor speed is 90 MHz or slower. Microsoft recommends 16 MB of RAM for Hellbender, and I agree. I've played the game on the same system with 16 MB and 32 MB of RAM installed, in fact, and it seems that 16 MB is more than adequate to handle the task.

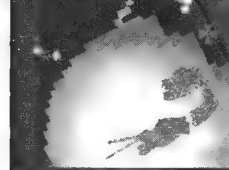
If you have only 8 MB of RAM, don't despair. Adding more RAM to your system is one of the least expensive and simple upgrades available. As this book is going to press, RAM prices are at an all-time low, with 4 MB SIMMs (Single In-line Memory Modules) costing as little as \$35, and 8 MB SIMMs running between \$60 and \$90. Prices will vary depending upon location, retailer, and whether the RAM is parity or non-parity—check your owner's manual to find out what type of RAM you need. Remember: increasing the amount of RAM in your system will speed everything up, from word processors and graphics programs to spreadsheets and databases.

The bottom line? If you have only 8 MB of RAM, you need to upgrade. And with RAM prices at an all-time low, there's no time like the present to do so.

## ***CD-ROM Drive***

- Minimum: Quad-speed (4X)
- Recommended by Microsoft: Quad-speed (4X)
- My Recommendation: Quad-speed (4X)

This one's a no-brainer: the minimum is a quad-speed CD-ROM, and I see no reason that you need anything faster, at least for now. Sure, 6X and 8X CD-



ROM drives transfer data into RAM faster than a 4X drive, but in *Hellbender* the data streaming from the CD-ROM drive is mainly video clips—and since they’ve been designed to play smoothly on a 4X drive, having a 6X or 8X isn’t going to make that much of a difference. About the only improvement you’ll notice will come during installation: the faster data transfer rate of a 6X or 8X CD-ROM drive means it won’t take as long to install files on your hard drive as it would with a 4X drive.

If you are thinking about upgrading to a faster CD-ROM drive, go ahead. With programs that run mainly off the CD-ROM drive, you might notice a big improvement in performance. But for *Hellbender* and many other games and applications, a quad-speed CD-ROM should be sufficient.

### ***Video Card***

- Minimum: Local-Bus or PCI SVGA video
- Recommended by Microsoft: 3D Accelerated video card with full support for DirectX 2.0
- My Recommendation: 3D Accelerated video card with full support for DirectX 2.0

The type of video card in your system can have a major impact on how well *Hellbender* runs. Three factors play a role in the speed of your video card: its type of memory, its amount of memory, and whether or not it’s a 3D accelerated video card fully supporting DirectX 2.0.

There are two types of memory on video cards: VRAM (Video Random Access Memory) and DRAM (Dynamic Random Access Memory). DRAM is the same type of memory used by your system’s motherboard, while VRAM is a special kind of memory designed specifically for video cards. VRAM is faster than DRAM, but the difference between the two is so small that you probably wouldn’t notice any change in game play if you replaced a DRAM-based card with one using VRAM. What’s more, a card designed to use DRAM can’t be switched to VRAM, so the only way to switch from DRAM to VRAM is to buy a new video card.

With the minimum video card—a local-bus or PCI SVGA card with 1 MB of RAM—you can play *Hellbender* in two video modes, 320 x 200 and 320 x 400, and still expect reasonably good performance (assuming your processor and RAM are adequate, of course). To run the game in 640 x 480 mode, you’ll

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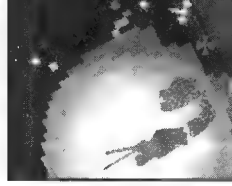
need a video card that has a Windows 95 Direct Draw driver; fortunately, the game will ship with Direct Draw drivers for the vast majority of video cards on the market. But when running Hellbender in 640 x 480 with the minimum video card specification—even with graphics details set at minimum—you'll find that game play will sometimes slow to a crawl, especially when many enemies are on screen simultaneously.

So what to do? The first step is to increase the amount of memory on the video card. Most video cards can be upgraded; if yours has only 1 MB of memory, strongly consider upgrading to 2 MB, either by adding more memory or buying a new video card. Going from 2 MB to 4 MB will offer even greater improvements in graphics performance; several testers using video cards with 4 MB of RAM reported that Hellbender ran at 30 frames per second even in 640 x 480 mode. The higher the number of frames per second, the smoother the game play—and 30 frames per second makes for animation as smooth as you see in a movie. It should be noted, however, that those testers were playing the game on very high-end computers—166 MHz with 32 MB of RAM. Exactly how much improvement you get from increasing the amount of memory on your video card will depend to some degree on your system's other components.

The last factor affecting video card performance in Hellbender is whether or not you're using a 3D accelerated card that fully supports DirectX 2.0, in particular Direct3D. The technology in 3D accelerated video cards is based on special chips designed to handle the processing of 3D images, relieving the CPU of that burden. Besides providing a better frame rate, 3D accelerated video cards will allow you to see special graphics effects such as fog and transparent and translucent objects without a reduction in the frames per second rate. (You must run the game in 640 x 480 to take advantage of these Direct3D features, however.) Unfortunately, Direct3D is so new that as this book goes to press none of the 3D accelerated cards on the market have drivers that fully support it. ATI Technologies has almost finished writing a Windows 95 display driver with Direct3D support for its 3D Expression card, however, and owners of that card should be able to download the new drivers from ATI's World Wide Web site (<http://www.atitech.ca>).

The only way to find out if your 3D accelerator card will work with Hellbender is to select 640 x 480 as your Game Resolution, and then check the Use Hardware Accelerator box. Once you do that, the program does a series of checks on the video card "asking" these three questions:





1. Is there a 3D card installed?
2. Does the 3D card support the major features of Direct3D (perspective correction, texture mapping, disabling of triangle culling, and so forth)?
3. Does the 3D card support minor features of Direct3D (fog)?

If the answer to either the first or second question is no, then the game does not allow the user to run in Accelerated mode. Instead, the game will try to emulate those features “in software”—in other words, the CPU will have to handle the chores of creating the effects, making the game run more slowly. If the answer to the first two questions is yes but the answer to the third one is no, then the game will use the 3D accelerator capabilities of the video card, but it will warn the user that the fog feature is missing.

But with a dozen or more 3D accelerated cards currently on the market, and more on the way, how do you know which one to buy? As is so often the case with computer hardware, the answer isn’t simple or straightforward—but I’ll try to clarify the issues for you.

When shopping for a 3D accelerated video card, pay attention to the name of the manufacturer of the chipset on the video card. In fact, the chipset manufacturer is a more crucial factor than the card manufacturer. Two chipsets that are expected to have full support for Direct3D by the time you read this are the Voodoo Graphics chipset, manufactured by a relatively new company called 3Dfx Interactive, Inc., and the Rendition Verité chipset from Rendition, Inc. 3Dfx Interactive has already signed agreements with Orchid Technology (a major manufacturer of video cards) and FMI Graphics Products to use the Voodoo Graphics chipset on their 3D accelerated video cards (Orchid’s 3D card is called Righteous 3D) while the Rendition Verite has been chosen by Creative Labs as the chipset to be used in the PCI version of the 3D Blaster, a local-bus 3D accelerated video card.

It’s important to note, however, that I am not endorsing these specific chipsets over any other chipsets on the market. These are noted simply because they are expected to work with Hellbender. Naturally, other chipsets will have full support for Direct3D, so before you make a purchase, do some research and learn how the various cards stack up in terms of performance and price. For a fairly complete list of 3D accelerator chipsets and video cards, check out the PC 3D Graphics Accelerators FAQ on the World Wide Web at <http://www.cs.columbia.edu/~bm/3dcards/3d-cards1.html#Index>; for the latest

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announcements from manufacturers of 3D accelerator cards and software companies supporting them, point your Web browser to <http://www.dimension3d.com>.

## ***Operating System***

You must have Microsoft Windows 95 to run Hellbender. As this book goes to press, there are no plans for versions supporting Windows NT or Macintosh.

## ***Sound Card and Speakers***

- Minimum: Windows 95 compatible sound card and speakers or headphones
- Recommended by Microsoft: Windows 95 compatible sound card and speakers or headphones
- My Recommendation: A 16-bit Windows 95 compatible sound card with DirectSound drives and speakers or headphones

The critical factor to remember with sound cards is that you need a 16-bit sound card to hear stereo. Fortunately, nearly every computer that has at least a 75 MHz processor and 8 MB of RAM probably came with a 16-bit sound card. I'm not sure if such a card exists.

It also helps if your sound card manufacturer has created DirectSound drivers. DirectSound allows programmers direct access to advanced features of a sound card instead of forcing them to emulate such features in the program itself—and that in turn means the game will run slightly faster, since the sound card rather than the CPU is handling a share of the workload.

There are all sorts of speakers on the market; the best way to go about choosing a set is to determine how much money you're willing to spend, and then using your ears to decide which ones sound best to you. If possible, try to spring for a speaker system that includes a subwoofer. Such systems are space savers because the subwoofer can be placed anywhere on the floor in a room; its presence means the speakers that sit on your desk can be smaller since they don't need a large speaker cone to reproduce low-frequency sounds. When shopping for speakers, though, remember to situate them the way they'll be positioned on your desk: speaker placement can make a huge difference in how

## CHAPTER THIRTEEN: OPTIMIZING GAME PLAY

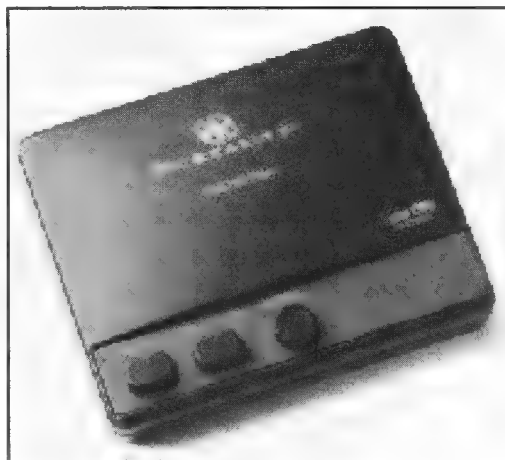
music and audio effects sound.

If you already have a set of speakers (and you probably do) but aren't satisfied with their sound, you might want to look into any number of products that use Spatializer 3D Audio technology, which use a special chip to create surround sound with only two speakers. The Spatializer HTMS-2510, which can be used with your computer, stereo, or television, costs \$249 direct from Spatializer Audio Laboratories. Other products which use Spatializer 3D Audio technology include Compaq Presario 5500 and 9500 computers; Labtec LCS-3210, LCS-1224, and LCS-2612 amplified computer speakers and the LCS-9210 Imager 3-D Audio System; sound cards from AdLib Multimedia, Everex, Multiwave Innovation, and Orchid Technology; and, perhaps most interesting of all, the Winner 3D Audio Stick. It's a four-button joystick with a hat switch that has a built-in Spatializer 3D Audio chip; hook the 15-pin adaptor to the joystick port and stereo plug into the sound card, and the signals from your sound card are processed through the 3D Audio chip. It retails for around \$49.00.

Another company producing 3D audio peripherals is NuReality, whose products are based on SRS 3D sound technology. Their lowest priced product, the Vivid 3D (\$59.95), works with both computer and videogame systems, while the Vivid 3D Proex (\$109.95) has been designed exclusively for multimedia computers. And if you're considering new speakers instead of a peripheral to improve your old ones, NuReality also makes Vivid 3D speakers (\$179.95).



*The Winner 3D Audio Stick has a built-in audio chip that turns regular stereo output from two speakers into surround sound. It has a volume control on its base in addition to a trigger, three fire buttons, and a hat switch.*



*Designed to create surround sound on both multimedia computers and videogame systems, the Vivid 3D carries an attractive sticker price.*

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Both the Spatializer and NuReality technologies will have a noticeable effect on sound playback, but, as when buying any audio equipment, the true test is how good they sound to you. Be sure to give any new speakers a thorough test run before making a final decision.

## ***Hard-Drive Space***

- Minimum: 20 MB
- Recommended by Microsoft: 77 MB
- My Recommendation: 77 MB

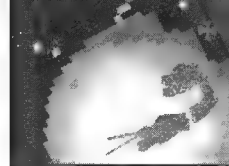
Just a few years ago, computer gamers would have thrown back their heads and laughed at the notion of a game using 77 MB of hard drive space, but the dramatic drop in hard-drive prices has led to bigger and bigger drives. A 1.6 gigabyte hard drive has been pretty much standard fare for at least a year now.

While 77 MB is a lot of hard-drive real estate, the bottom line is that, whatever type of program you're installing, it always pays to put as much of it as possible on the hard drive. That's because the data transfer rate of a hard drive is still faster than that of a CD-ROM, which is where the CPU will be retrieving a lot of data if you choose the minimum 20 MB installation. And if you're so low on hard drive space that 50 MB makes a big difference to you, it's time either to delete some unused files and programs or to think about buying a new hard drive (or adding a second one) to your system.

## ***Modem***

- Minimum: 14.4 kbps
- Recommended by Microsoft: 28.8 kbps
- My Recommendation: 28.8 kbps

Modem speed is another instance where you should follow Microsoft's recommendations. It's true that a 14.4 kbps modem is generally adequate if you're playing a modem-to-modem game or even for a two-player game over the Internet. But Microsoft says that if you plan on a three- or four-player game over the Internet, all players must be using a 28.8 kbps. The reason? Game play will be sluggish due to latency (for an explanation of latency, see Chapter Twelve). And you don't want to be limited to two-player games of Hellbender; the more players, the more fun you'll have.



But if you own a 14.4 kbps, you can take solace in the fact that you're not upgrading to 28.8 kbps to play Hellbender; you're upgrading because your old modem is essentially obsolete, at least as far as Internet and online access is concerned. Fortunately, a 28.8 kbps modem only costs around \$120 or so—and the difference it will make in your online experience is well worth the money.

## Graphics Settings and Their Effect on Game Play

As the old saw goes, there's more than one way to skin a cat—and in Hellbender, there are other ways to improve game performance besides upgrading your CPU, RAM, or video card. I spoke briefly about these in Chapter One, but let's take a closer look at what you can do to make the game run as smoothly as possible on your system.

Select Options from the Hellbender Main Menu bar, and then choose Settings. There are several menu tabs here, but only one—Graphics—has options that can have a major impact on game performance. (I explained in Chapter One how to use the Sound menu to resolve any audio problems you may have been experiencing; later in this chapter, I'll look at the various Control methods and which input devices work well with the game.)

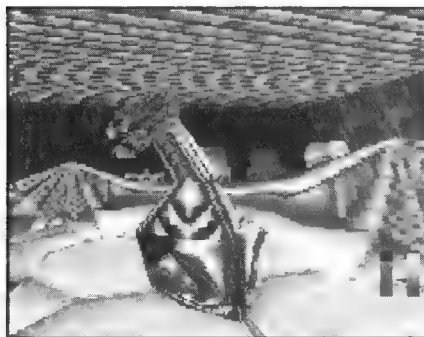
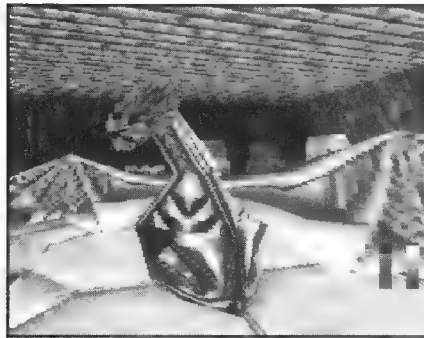
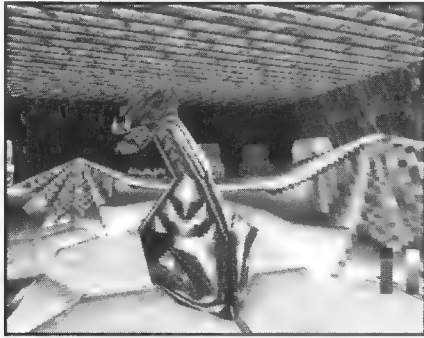
### *Graphics Options*

There are five dialog settings you can change in the Graphics dialog box that affect how smoothly Hellbender runs: Image Quality, Texture Detail, Shadow Detail, Debris, and Game Resolution. There's also one box you can select or deselect—Sky Texture—that has an effect on game performance. The obvious goal when adjusting these is to find the best balance between visual quality and satisfying game play; to do that, it helps to know which settings have the greatest impact on game performance. I'll start with the one that affects performance the most, and work my way down from there.

### *Game Resolution (640 x 480, 320 x 400, 320 x 200)*

Of all the Graphics settings, the Game Resolution you choose affects performance the most drastically. If you have all the other settings at minimum, switching from a Game Resolution of 640 x 480 to 320 x 200 results in roughly a doubling of the frames-per-second rate; if you have all other graphics settings

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From top to bottom, the dragon in the underground chamber on lowah as he appears in the game's three resolutions: 640 x 480 resolution, 320 x 400, and 320 x 200 resolution.

at their highest levels, that boost is even greater. Choosing the 320 x 400 Game Resolution results in about a 50 percent increase in performance over 640 x 480.

But the tradeoff is that, of all the Graphics options, this one most drastically affects the game's appearance. You might not notice a significant difference when looking at the figures shown to the left, because of the size of the reproduction, but on a 15-inch or 17-inch computer monitor the difference is striking. The good news is that you can always try running the game in the 320 x 400 resolution before dropping all the way down to 320 x 200. Even at 320 x 200, Hellbender's graphics are very good.

## ***Image Quality (High, Normal, Low)***

If Hellbender isn't running well on your system, this should be the very first setting to adjust. Depending on how fast the game is running, switching from High to Low Image Quality will add between three and five frames per second to the frame rate—a substantial improvement—and the reduction in graphics quality isn't substantial, especially when you consider that you'll be focusing on combat most of the time anyway.

## ***Texture Detail (High, Low)***

Texture Detail refers to the amount of textures loaded into memory. If you have 12 MB of RAM or less, you should set this to Low; if not, the program will have to load the textures from the hard drive or CD-ROM, slowing down game play. If you have 16 MB of RAM or more, leave this option set to High.

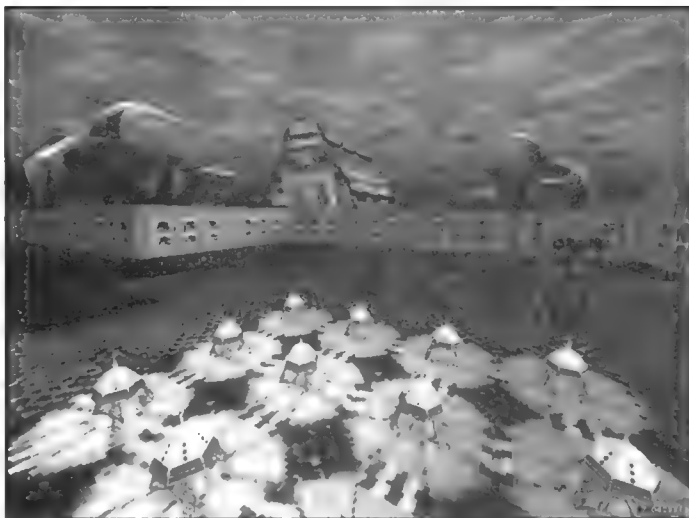
### **Shadow Detail (High, Normal, None)**

With Shadow Detail set to High, you should see fairly accurate shadows cast on the ground by ships flying overhead; on Normal, simple circles are used instead of realistic shadows, and on None, there are no shadows at all.

Selecting Normal or None may increase the frame rate by a few frames per second, but it's not the sort of improvement that will impress you. Still, if the game is running poorly, you might as well set this to None and see what happens—you can always spot enemies with the Compass display instead of looking for their shadows.

### **Debris (Hellacious, Normal, None)**

It's quite rewarding to see chunks of debris flying from a Bion fighter or building as you pour fire into it, but if there are many enemies flying around at the same time, having Debris set to Hellacious makes the game one to three frames per second slower than when it's set to None. Again, it's not a huge difference in itself, but these things add up.



*A Bion base on Chimera as it appears with Image Quality on High (top) and on Low (bottom).*

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From top to bottom, an Eyrie base and horizon on High Texture detail and Low Texture detail.

## Sky Texture (On, Off)

Sky Texture refers to the pattern you see that lets you know where the cloud cover begins; if you turn this off and fly upward, you'll see the Sky Texture once you climb above the clouds. That's because there are fewer objects for the video card and CPU to draw when you're flying above the clouds—in fact, you'll notice that the game always runs faster when you're flying above the clouds.

Players running on lower-end systems—90 MHz or less or with 8 MB of RAM—will probably want to leave the Sky Texture box unchecked but should turn it off only after seeing how the game runs with Sky Texture turned on.

## What Joystick Is Best for You?

Although the SideWinder 3D Pro is the only joystick

listed by name in the Primary Game Controller dialog box, a huge array of joysticks and game pads will work with Hellbender. If you already have a joystick or game pad you're happy with, there's no need to buy a new one just



for Hellbender. But if you haven't yet bought a joystick or other input device, you'll quickly discover that shopping for one can be confusing: there are more joysticks, game pads, flight yokes, throttles, and rudder pedals available now than ever before. How do you know which one is best for you?

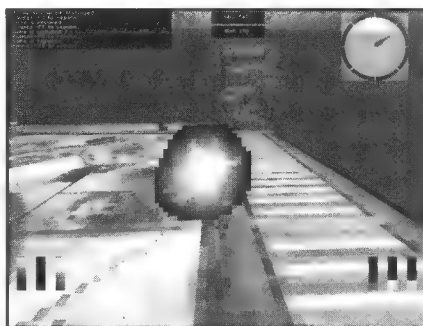
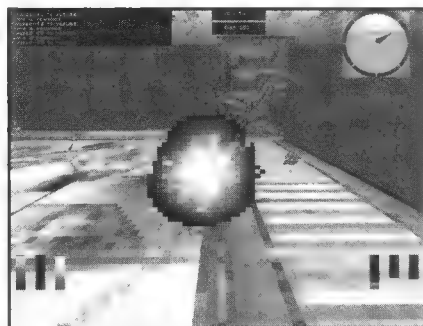
There are several things to keep in mind when shopping for a gaming peripheral. The most important consideration is comfort: if a joystick or game pad doesn't feel comfortable as you grip it, it's not going to improve your performance or enjoyment of the game. It might be the sturdiest product available or offer the greatest number of buttons and functions, but if it doesn't feel good in your hand, all other considerations are for naught.

Another factor is ease of use. There are several flight sticks on the market that allow you to program in dozens of keyboard commands—but programming some of these sticks can be tedious and even a little confusing, especially at first. If you're not patient, you might avoid programming your stick, and if you don't have the patience to program it, the extra money you paid for that capability is wasted.

To help players who are in the market for a new joystick or other gaming peripheral, here's a look at some of the most popular products currently available and what they have to offer. I'll start with what I believe is the input device of choice for Hellbender: the Microsoft SideWinder 3D Pro.

### ***Microsoft SideWinder 3D Pro: The Stick of Choice?***

Once you've wasted a few Bions using the Microsoft SideWinder 3D Pro, you'll probably be



*A Sledgehammer missile explosion as it appears on Hellacious Debris, Normal Debris, and No Debris.*

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thinking that Microsoft designed this flight stick specifically for use with Hellbender. And with a sticker price between \$50 and \$60, it fits into most gamers' budgets.



*Dollar for dollar, the SideWinder 3D Pro is the stick of choice for Hellbender.*

The SideWinder 3D Pro has a total of nine buttons (five on the stick and four on the base; triggers count as buttons); a “hat” for looking left, right, and back; a slider for controlling throttle; and, perhaps most important for Hellbender, a “twist” function that emulates a rudder control when you rotate the stick left or right.

Why is the rudder function so important in Hellbender? Without it, the ship rolls on its side as you turn left or right, much as an airplane would if you banked left or right. With rudder control, the Hellbender can make a flat turn: imagine the Hellbender sitting on a turntable and then rotating the turntable left or right, and you get the idea.

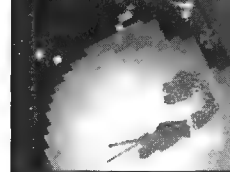
If you assign commands cleverly to the Hellbender's eight buttons, your hands will rarely have to leave the stick—and the less time you spend fumbling around the keyboard, the more

time you'll spend getting on with the business at hand. The only drawbacks to the SideWinder 3D Pro are minor ones: the movement area of the stick is rather small, meaning that a little movement can produce a big effect, and the button layout on the stick is decidedly not friendly to left-handers. But the issue of movement area is really only a problem in other games, such as realistic flight simulations where a finer degree of control is necessary, and the left-hander gripe is certainly not unique to the SideWinder 3D Pro. (See below.) In short, the SideWinder 3D Pro is almost perfect for playing Hellbender.

Use your Internet browser to learn more about the SideWinder 3D Pro at <http://www.microsoft.com/catalog/products/sidepro>.

## ***Flight Sticks, Game Pads, and Rudder Pedals***

**Advanced Gravis:** Advanced Gravis has been making quality joysticks and game pads for quite a while, and it would take more space than I have available



to mention all their products that would work with Hellbender. Instead, we'll look at two joysticks—the Blackhawk and Firebird 2—and the Gravis GrIP Game System, which supports two types of game pads, the GrIP-Pad and the GamePad Pro.

The Blackhawk (\$34.95) is one of the newest peripherals from Advanced Gravis. It's a four-button joystick with a weighted circular base and a rotary throttle control. With only four buttons and a throttle, it's obvious that you'll have to use the keyboard to activate many of the Hellbender's functions—but that's true of any stick that isn't programmable. The absence of a hat switch for looking out of the cockpit is the real shortcoming here; how big that disadvantage is depends on how often you use the feature—and at this affordable price, you may learn to live without it. One other thing: it's tougher than the SideWinder 3D Pro on lefties because of its sculpted pistol-grip.

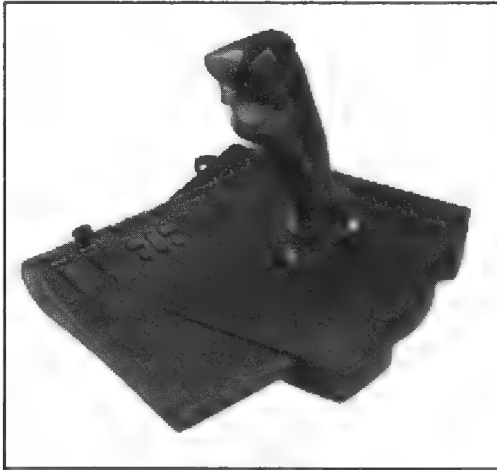


*The Advanced Gravis Blackhawk joystick.*

Players who don't want to bother with the keyboard at all should check out the Firebird 2 (\$89.95 if you order direct from Advanced Gravis). There are 13 programmable buttons on the Firebird 2 (eight on the base, five on the stick). Assigning keyboard commands to each one is a simple matter of clicking on a button and pressing the key you want that button to control, and then saving that configuration before loading Hellbender. In addition to all those buttons are throttle and elevator trim controls, conveniently located near the base buttons, and a hat switch for accessing left, right, and back views from the cockpit. The grip itself is a little on the small side, so be sure you give the Firebird 2 a trial run before purchasing it.

For players who prefer game pads, the GrIP Game System is a godsend—especially if you're also a fan of sports simulations or arcade games. The GrIP Game System comes with two GrIP-Pads and the Gravis MultiPort, which connects to your PC's joystick port and can accommodate up to four GrIP-Pads (there's also a selector switch that lets you use two standard joysticks or game

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*The Advanced Gravis Firebird 2.*

pads through the MultiPort). The GrIP-Pad has six standard buttons and two “paddle” buttons on the front of the pad—perfect for strafing turns in Hellbender. What’s more, the GrIP Game System is Plug-and-Play compatible for easy setup, and you can program all the buttons on each of the four pads. The GrIP Game System costs around \$120, but that includes a game (either NHL Hockey 96 or the WWF Wrestlemania) in addition to the GrIP hardware.

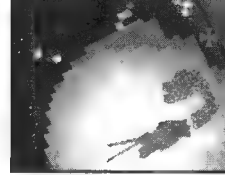
The GamePad Pro (\$34.95) can be used with or without the MultiPort. (You need an adapter, available from Gravis, to use it with the MultiPort.) The GamePad Pro has two more buttons than the GrIP-Pad, and each of its buttons can be programmed

through a simple Windows 95 interface to send any keyboard command.

Use your Internet browser to learn more about Gravis gaming peripherals at <http://www.gravis.com/product.htm>.

**CH Products:** CH Products offers an outstanding line of gaming peripherals, including joysticks, rudder pedals, and throttles. One of its most popular products that can be used with Hellbender is the CH FlightStick Pro (\$40-\$50), a four-button joystick with rotary throttle control, a hat switch, and horizontal and vertical trim adjusters you can use to eliminate joystick drift. (This isn’t essential for Hellbender because of the Null Zone slider.) The FlightStick Pro has been around for years, and we’ve been impressed with its durability and ease of use. Of course, it does have only four buttons, so you’ll need to use the keyboard in tandem with this product (unless you use the Pro Throttle—see below). But if you opt for a four-button joystick, you can’t go wrong with this one—especially if you’re a southpaw. The symmetrical design of the FlightStick Pro means lefties and righties can take full advantage of all the buttons and throttle control.

The F-16 CombatStick (\$55-\$65) has more features than the FlightStick Pro—two “four-way” switches (they work the same as a hat switch), six buttons, rotary throttle, and horizontal and vertical trim controls—but as this



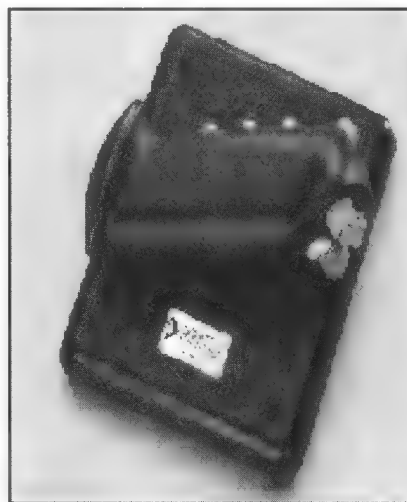
book goes to press, Microsoft is not planning direct support for all those extra goodies; the molded grip is also not suitable for left-handers. Right now, the only way you can make use of those extra buttons is to use the CombatStick in conjunction with CH Products' Pro Throttle. The Pro Throttle isn't cheap—expect to pay between \$95 and \$110—but if you're a dedicated gamer, it could well be worth the investment.

The Pro Throttle by itself can execute up to 20 keyboard commands. If it is used in conjunction with the F-16 CombatStick, that number jumps to 34 keyboard commands. And if you own CH's F-16 FighterStick, which is even more advanced than the CombatStick, up to 40 keyboard commands can be programmed using the Pro Throttle. Programming the Pro Throttle and an accompanying joystick is relatively painless (though currently it features only a DOS-based interface), but Microsoft has made it even easier by including a ready-made Pro Throttle configuration file on the Hellbender CD ready to load into the Pro Throttle's nonvolatile memory. If you play many flying games, this is an excellent piece of hardware to own.

Probably the most impressive gaming peripheral from CH Products is, ironically, its most limited. The Pro Pedals (\$75-\$95) can be used as rudder pedals with a dual-sliding motion for flying games (push forward on the right pedal, and the left pedal moves back toward you) or as pivoting heel-to-toe gas and brake pedals for driving games—all you do is flip a switch to set which mode you'd like to use. If you're not using a SideWinder 3D Pro and you want to take flat, strafing turns, these are probably your best buy—and their small size means they'll fit easily under



*CH Products' FlightStick Pro.*



*CH Products' Pro Throttle.*

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*The Logitech Wingman Extreme.*

almost any desk. Use your Internet browser to learn more about CH Products' line of peripherals at <http://www.chproducts.com/CH/chgear.html>.

**Logitech:** Logitech makes two joysticks, the Wingman and the Wingman Extreme (\$40-\$50). Since the Wingman has only a three buttons and a throttle, we'll skip that one—you should have at least a four-button joystick to play Hellbender. The Wingman Extreme is a very comfortable joystick (if you're right-handed). It features four buttons, vertical and horizontal trim controls, and a four-way hat switch. Its heavy base means it won't shift around, even during intense combat. It does have one problem: there's no throttle control, which is an even greater shortcoming than the lack of a hat switch on Advanced Gravis' Blackhawk.

Use your Internet browser to learn more about Logitech's line of peripherals at <http://www.logitech.com/logitech/214a.htm>.

**ThrustMaster:** ThrustMaster has made its reputation creating top-of-the-line flight sticks aimed at hard-core flight-sim fans. Compared to other joysticks on the market, ThrustMaster skirts the high end of the price range, but as the old saying goes, you get what you pay for. Of all the gaming peripherals on the market, ThrustMaster's look and feel is more like authentic equipment than any other. You probably don't need that level of realism for a game like Hellbender, but if you're at all interested in flight simulators, you should at least check out their product line.

ThrustMaster's budget joystick is the XL Action Controller (\$25-\$30)—an excellent price for a four-button joystick and a hat switch. Like the Wingman Extreme, though, the XL lacks a throttle control—one of the things you use the most in Hellbender. (In fact, none of ThrustMaster's flight sticks have a throttle control, reflective of their dedication to realism.) When used with ThrustMaster's Mark II Weapons Control System (WCSII), a programmable throttle similar in operation to CH's Pro Throttle, you can program the XL's buttons to perform any keyboard command.

The ThrustMaster FCS II is one of the most famous joysticks of all time: it was the first to feature four buttons and a hat switch and has been used as the

basis for other popular joysticks (FlightStick Pro, Wingman Extreme, and so on). It's considerably more expensive than the XL Action Controller (\$75-\$90), but is much more durable and features an extremely sturdy base; it too can be programmed when used with the WCSII. The same is true of the Pro Flight Control System, which is nearly identical to the FCS II except that it has a different base design.

If it's total realism you're after, the F-16 FLCS is the only stick in town. It's expensive (\$120-\$140), complicated (four hat switches, four buttons, and a "paddle switch" you can press with your pinky), and somewhat bulky, but the FLCS is nearly identical to the flight stick found in a real F-16 Falcon fighter. The FLCS comes with software that allows you to program the buttons to perform any keyboard command—a step up from CH Products' CombatStick, which requires the Pro Throttle to be programmed.

To get the most out of any of ThrustMaster's joysticks, though, you need to get one of the company's programmable throttles: the WCSII or the Throttle Quadrant System (TQS). The WCSII is less expensive than the TQS (\$90-\$105), but should provide all but the most hard-core flight sim fans with everything they need in a programmable throttle—and it works with every ThrustMaster joystick. The TQS (\$110-\$125), on the other hand, can be programmed to perform hundreds of keyboard commands. Unfortunately it works only with the F-16 FLCS, and you'll have to spend over \$200 to use this throttle. That's a fair chunk of change, especially when you consider the fact that CH Products' Pro Throttle can program any company's flight stick, including ThrustMaster's.



*The ThrustMaster XL Action Joystick.*



*ThrustMaster's Mark II Flight Control System, also known as the FCS II.*

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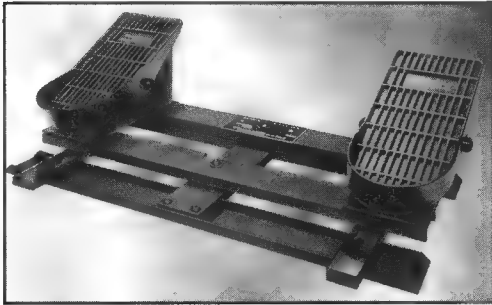


*The F-16 Flight Control System from ThrustMaster, the most realistic flight stick currently on the market—and it carries a price tag that reflects that realism.*

While it's true the TQS can store many more commands than the Pro Throttle, most games simply don't use that many commands. But if you think you might be interested in ultra-realistic flight sims, the TQS can save you a lot of time searching the keyboard for that elusive command.

ThrustMaster's Rudder Control System (\$100-\$120) is the sturdiest set of rudder pedals you can buy, but they lack the versatility of CH Products' Pro Pedals; they're only designed to work as dual-sliding rudder pedals. But as we said before, if you're a flight-sim fanatic (or think you might be), you should check these out before making your final buying decision.

Use your Internet browser to learn more about ThrustMaster's line of peripherals at <http://www.thrustmaster.com/showcase/html>.



*ThrustMaster's Rudder Control System is perfect for ultra-realistic flight simulations and boasts very high-quality construction and components.*



# Chapter Fourteen

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## CHEAT CODES, EASTER EGGS, AND THE ULTRA-SECRET WEAPON

You can't fool me. I knew you were going to start looking for this section first. So why did I put it at the back of the book? Because I hoped that the hints and tips provided for each mission on all eight planets would help you win the game fair and square.

But regardless of whether you turned here before or after you read the strategy sections for each planet, there's a lot of cool stuff here—including a step-by-step guide to locating the Vortex, a Bion super-weapon you must assemble piece by piece as you play through the game.

### Cheat Codes for One and All

Cheat codes were practically unheard of just a few years ago. Now it seems that the first thing many players ask immediately after buying a new game is, "Where can I find the cheat codes?" We honestly believe that you'll get a much greater sense of reward—and simply have more fun—if you try winning Hellbender without resorting to the following codes.

Don't think I'm suggesting that you should feel like a pariah if you use a code. If you've spent an hour searching for the last target at the last objective of the last mission on a planet, it's much better to go ahead and use a code to warp to the next mission than to let your frustration build to the boiling point. Remember: you can always save your game and try it again later when you're refreshed.

If you decide to use the codes, though, I do ask one favor: hold off on using Invincibility until you're absolutely, positively certain that you can't win without it. After all, it's not much of a game if you can't lose. Instead, try restoring your shields or energy or giving yourself a few extra weapons.

That's the end of the sermon. Here are the codes. To activate them, simply type them in at any point while you're actually playing the game or when the action is paused.

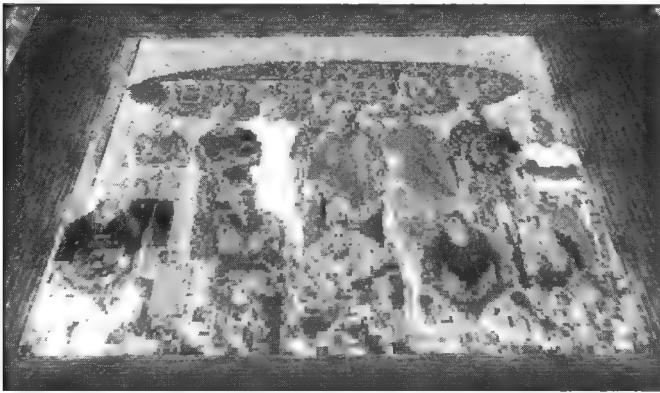
# HELLBENDER

## Cheat Codes

Cheat Code	Effect
FRAMEIT	Displays a frames-per-second counter
TOTLPOWR	Restores the Main Energy cell to 100%
MAXMEUP	Restores Hull Integrity to 100%
URDEAD#	Gives the player one weapon power-up; replace the # with the default keyboard number of the weapon you wish to receive (URDEAD6, for instance, gives you 20 Viper missiles)
IMPUMPD	Gives you one power-up of every weapon
AUNTEM#	Warp to the first mission of any planet in the game; replace the # with the number corresponding to the desired planet (Morbos = 1, Eyrie = 2, and so on)
IMSTUCK	Warp to the next mission; if used during the last mission of a planet, you'll be warped to the next planet
STERIOD	Invincibility!

## Every Picture Tells a Story

Remember that tunnel entrance on the first mission on Iowah that didn't show up on your Map display? And remember that room with the huge bounty of



*From left to right, the photos of the teams at Terminal Reality and Microsoft that worked on Hellbender. Obviously, the palette used in the game is not a good one for displaying 24-bit color images such as these.*

Weapons storage bunkers? Well, there are a couple of other items there you may not have seen in your eagerness to grab all those goodies. Go to 48,90, and you'll see a photo of the team at Terminal Reality that worked on Hellbender; go to 56,90 to see Microsoft's Hellbender team. Admittedly, they're sort of hard to make out: the color palette used in the game isn't a very good one for displaying 24-bit color images such as these photos. But, hey, now you know they're there!



### Winnebago Warrior

Here's a cool trick you can play on someone in a Multiplayer game. At the ship selection screen, select Deathbringer twice in a row, then Sunfire, and finally Sand Tiger. You'll see a new ship appear—a recreational vehicle! You won't get to see it once you start the game (there are no external views in the Multiplayer game), but the people you're flying against will. Heck, just their shock at seeing a Winnebago flying through a tunnel may be all you need to score a couple of easy kills.



*By making the appropriate selections at the Ship Selection screen in a Multiplayer game, you get to fly this handsome recreational vehicle against your startled friends.*

### Insults... with a Personal Touch

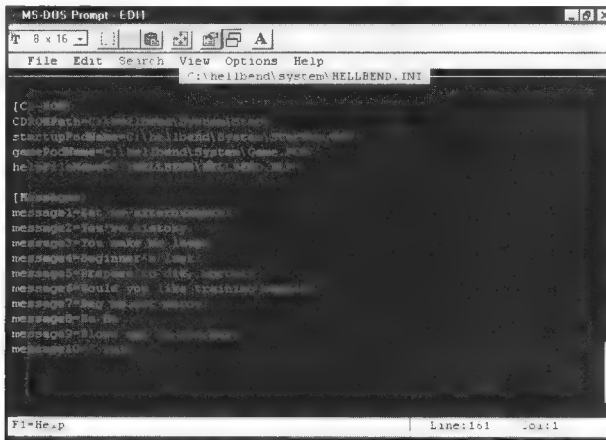
During a Multiplayer game, you have three ways to send taunts and barbs to the other players. Note: F10 is not included in the F6 through F12 keyset.

- Pressing F6 through F12 sends a prerecorded audio taunt
- Pressing Shift + F6 through F12 sends a text message
- Pressing F5 allows you to type in a message of your choosing

If you've ever played a Multiplayer game—especially a fast-paced action game like Hellbender—you probably won't use that last option very much: it's too easy to get blown away as you're busy typing in a message. But what if you're not satisfied with the text messages that come with the game, the ones you send by pressing Shift + F6 through F12? Simple—change them. Make them as clever or wicked as you like.

All you need is a text editor. (Notepad works just fine.) Open the HELLBEND.INI file, located in the System folder in the directory in which you installed Hellbender. At the end of the file, you'll see a list of messages numbered one through ten. To change a message, just replace the text after the equal sign with your own message, and then save the file. (If you used a word processor such as Microsoft Word to open the file, be sure you save it as a text file.)

# HELLBENDER



*In a Multiplayer game, use Notepad or a word processor to change the insults you can send opponents by editing the HELLBEND.INI file.*

The audio taunts are simply WAV files located in the Sounds folder of the Hellbender installation directory, but don't use Sound Recorder or some other audio editor to modify these files except to increase their volume. Everyone in a Multiplayer game must have the same WAV files or the audio taunts won't work.

## What's in a Name?

Ever wonder why the folks at Terminal Reality chose the name Hellbender for the name of the sequel to *Fury3*? The thought

hadn't really crossed my mind—after all, Hellbender has a very nice ring to it and seems to reflect the intense action of the game—but that changed after I happened to catch an episode of *Jeopardy* on TV just as I was finishing up this book. One of the answers involved a large aquatic salamander, and lo and behold the question turned out to be, “What is a hellbender?” After destroying countless thousands of Bions, all I can figure is that the hellbender must be one very mean salamander!

## The Stars Are on Your Side

Just by playing Hellbender, you probably couldn't name the actors doing the voices of E.V.E. and Ambassador Ch'oe in a million years. But those of you who selected Help from the Hellbender Main Menu and then chose Credits may have learned the truth—if you scrolled the list far enough, that is. At the very end of the credits for Terminal Reality and just before the Microsoft credits, you'll see that Russell Johnson and Gillian Anderson—the Professor on “Gilligan's Island” and Agent Scully on “The X Files,” respectively—are credited with Voice Talents. These are two appropriate choices: “The X Files” often deals with extraterrestrial themes, and Russell Johnson played a professor (what else?) in *This Island Earth*, a classic 1950s sci-fi film.



### Vortex: The Mother of All Weapons

You have a huge array of weapons at your disposal in Hellbender, and usually they're more than powerful enough to get the job done. But as you near the end of the game, you'll realize that Fx4 has saved his best and strongest ships for last. As you try to destroy Shiva, the secret weapon being developed by Fx4, you'll wish you had a weapon that could destroy each enemy with only one hit. And wouldn't it be great if it never ran out of ammo?

Well, there is just such a weapon in Hellbender—but you'll have to work to get it. It's called the Vortex, and Fx4 has divided it into eight pieces and placed one piece on each of the eight planets you'll visit. Below you'll find detailed instructions on how to acquire each piece of the Vortex: which mission on each planet the pieces are found, the coordinates of the Weapons storage bunkers containing Vortex pieces, and a step-by-step explanation of what you need to do to get there. Good luck, Councilor!

#### ***Morbos: Mission 1***

##### **Location: 19,60 (Chamber)**

Near the last chamber that contains the two Fusion Reactors, you go through an aperture at 122,33. Turn left and follow that tunnel until you reach 115,26. Face south (on the Map display) and shoot the wall to open a hidden door.

The first Vortex switch is at 115,23—it opens a door at 19,55, near the area where you entered the underground complex. It's a recessed spot. Two Morbots are standing guard. You'll see an eagle symbol on the wall and large orange bands on the ceiling and floor. The door leading into the Vortex should now be open. Travel inside, and you'll find the first piece in a Weapons storage bunker at 19,60.

#### ***Eyrie: Mission 2***

##### **Location: 60,83 (Chamber)**

On the ground, travel to 65,50 and shoot the Vortex switch you see there, and then go to 63,91—you'll find that a large, enclosed pool of water has drained significantly (because you shot the switch—duh!). Shoot the second Vortex switch next to the pool at 65,84, and the access door to the weapon will now be

# HELLBENDER



*Be very careful when you shoot the Weapons storage bunker containing the piece of the Vortex on Iowah. If you shoot any of the walls around it by mistake, the ceiling will descend and crush the Hellbender into space dust.*

opened at 62,88. Go in, and you'll see the Weapons storage bunker located at 60,83 containing the second Vortex piece.

## ***Iowah: Mission 2***

### **Location: 112, 65 (Chamber)**

You'll find a set of three switches in a little alcove at 91,98 mentioned in the chapter on Iowah. The switch at 90,97 will morph the wall and reveal the room that contains the first Vortex switch at 88,97. Shooting this switch will open the walls around the Vortex. The other two switches in this area open up other chambers that contain

power-ups. Shoot the switches at 105,61 or 105,64 to morph open the wall leading into the Vortex room. You should find the Vortex in the middle of the room that opened located at approximately 112,66.

## ***Kresh: Mission 3***

### **Location: 58,99 (Ground)**

This Vortex piece is hidden underneath a building at 58,99, but the only way to get to it is from the underground chamber system. Once you've destroyed the Kraaken and Death Ankh, *do not* go to the next checkpoint! Instead, go to the intersection at 93,102 and turn west on the Map display, then travel to 52,99 and point the Hellbender straight up. You'll see a Weapons storage bunker sitting on a ledge. It contains the next piece of the Vortex.

## ***Chimera: Mission 3***

### **Location: 43,65 (Chamber)**

This Vortex piece is in an area that requires a lot of maneuvering to reach. Enter the hidden tunnel entrance at 68,66, enter the underground chamber found

## CHAPTER FOURTEEN: THE ULTRA-SECRET WEAPON



there, and then go inside and shoot the first Vortex switch at 48,71. Head back outside and go to the building whose door at 53,59 is now open. Go inside and down into a little chamber containing four Vortex switches. Shoot the switches at 54,53; 54,58; 49,58; and 49,53 to open up the four barriers back in the chamber where you found the first switch. Go back to the tunnel at 68,66 and shoot the wall in the underground chamber at 48,66; the wall will open to reveal a room full of Weapons storage bunkers. The Weapons storage bunker in the center of the room is the one containing the Vortex piece.

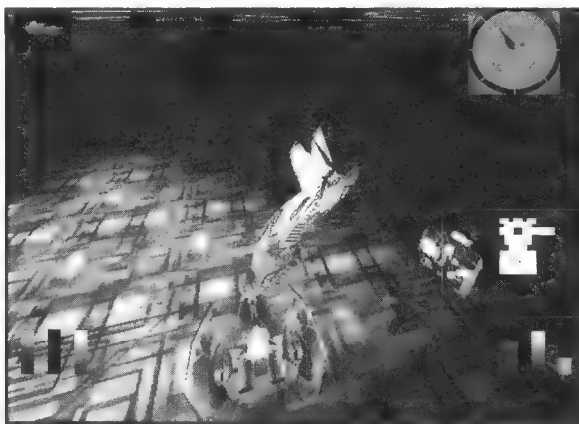
**Tip:** *Save your game before trying to retrieve the Vortex piece on Tricerius! It's all too easy to shoot the wrong Vortex switch and get crushed by the ceiling.*

### **Tricerius: Mission 4**

#### **Location: 16,98 (Chamber)**

Chamber switches are located at 8,107 and 10,111. The one at 8,107 causes the ground to the east of the switch to rise, revealing a chamber. Now shoot the one at 10,111, and then dive down into the chamber and go through the small entrance at 16,108. You need to hurry because that opening will close after eight seconds. And your troubles don't end there—four nasty guards are waiting for you inside, so be ready to start firing as soon as you enter. But you must be very careful *where* you fire—if you hit any switch besides the true Vortex as you try to take out the guards, the ceiling will descend and crush you.

This is a case of X marking the spot: there are four switches that look like Vortex switches, but the one with the X grid pattern near it on the floor is the one to shoot—it's at 19,109. Shoot it, and then move through the doors at



*The Vortex piece isn't all you find on Tricerius—you'll also discover Nyx's fifth and final fighter stored here.*

# HELLBENDER

16,104. Inside this Vortex room, you'll find Nyx's fifth fighter and right next to it, at 16,98, the Weapons storage bunker containing the Vortex. The hidden Nyx ship isn't part of the normal Objective list, so this is a bonus. To get out of this area, shoot the boxes marked with an X. They'll blow apart and reveal an exit.

## ***Snow City: Mission 2***

### **Location: 109,81 (Chamber)**

This is a strange one. The first switch to open the Vortex chamber is located in a door jamb at 33,30. This switch will morph open the wall at 102,81, revealing the entrance to the Vortex Chamber. Once you are in the chamber, you have four switches to choose from. The true Vortex switch is located at 105,78 and will open up the walls surrounding the Vortex piece located at 109,81. The three other switches—at 112,78; 112,85; and 105,85—will bring the ceiling sailing down, hiding the Weapons storage bunker containing the Vortex piece. Don't worry if you shoot the wrong one, though—the ceiling will rise again after 30 seconds.

## ***Shiva: Mission 1***

### **Location: 41,108 (Ground)**

Shoot the Chamber Switch at 64,103 and enter the large chamber that's revealed there; inside it is another switch you need to shoot at 60,103 to open another large door. In both chambers are enemy guns, so you need to be ready to deal with them when you enter. Move through the large door and shoot the switch at 54,108 and continue moving east (you might not need to shoot this switch—if the door's already open, be ready to fire an Independence missile to destroy the enemy guns waiting for you). Go to 48,108, face due east, and shoot the orange and gray wall; it's actually a hidden door that slides open to reveal several Weapons storage bunkers. There are many Weapons storage bunkers in this area, so be sure to explore thoroughly by entering the green hallway at 48,106—when you come to what seems like a dead end, just shoot ahead and the walls will slide away and reveal more stuff.



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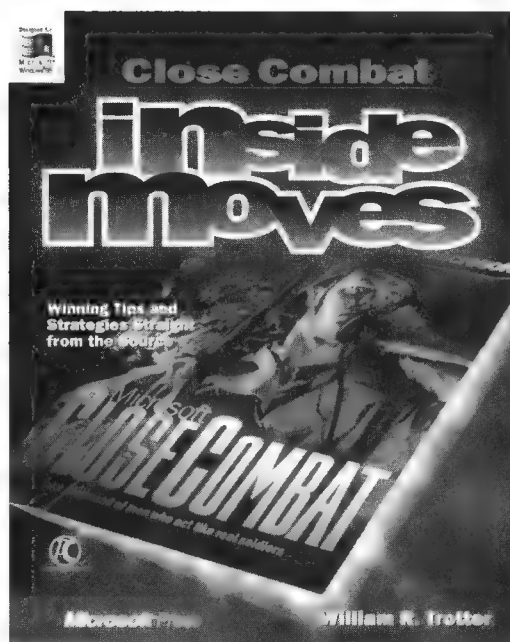
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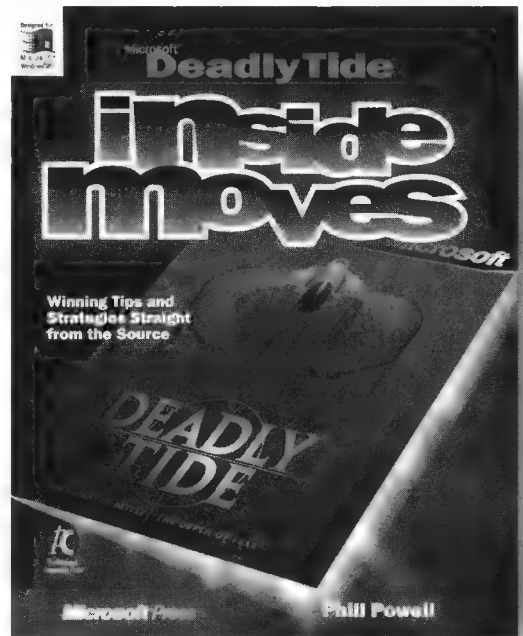
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Stephen Poole has been involved with computer games since 1987. He served as editor-in-chief of PC Entertainment and PC Gamer magazines, authored *The Official Fury 3™ Strategy Guide*, and was a major contributor to *The Whole PC Family Encyclopedia*. He currently lives in High Point, North Carolina, with his wife and daughter.

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